Issue 63 ● August 1993 ● £3.25 *Overseas price £3.50*

AMIGA COMPUTING

VIDEO SHOOT-OUT

Three of the most exciting Amiga video add-ons slug it out for supremacy

- VideoPilot V330
- AVideo y/c
- IV24 v2.0

WORTH £50!
Complete high-tech morphing and warping package

CineMorph Jr. requires Workbench 2 or above

cinemorph *Junior*

WORTH £50!

Turn fantasy into reality with GVP's easy to use superb morphing and warping package

POING *Frenetic game to test your reflexes*

MINISOLA *Brain bending strategy puzzle*

CRAZY SUE *The best free platform game ever*

europress ENTERPRISE

08>
9 770959 963060

REVIEWED: Ami-Back tools 2.0 ● KidPix
Survival guide to printers ● Education on a shoestring
Cycleman for Imagine ● Proper Grammar II *and more!*



indi
DIRECT MAIL

INDI DIRECT MAIL
Proudly Presents
THE
JAKKI BRAMBLES COLUMN

Hi,

Commodores decision to reduce the price of the Amiga 600 took everyone by surprise and really positions the A600 as the perfect entry level computer .

Of course the problem with new technology is that something has to be left behind and in Commodores case it's the poor old 500.

Now Indi tell me that Commodore are taking back all old A500's when you buy a new state of the art Amiga 1200. So dust off that old A500 make sure that it is in full working order and you still have the mouse, modulator, manuals and power pack. Give Indi a call on **0543 419999** and ask for **"Amiga 500 Trade in Desk"**, Indi will send Securicor to your home and pick up your A500 at their cost and then deliver a superb new Amiga 1200 with **£100 off** the advertised price. Remember this is a limited offer

What's a PCMCIA slot I ask? Indi explained to me that its Commodores way of ensuring that both the Amiga 600 and 1200 can remain future proof. Credit card style memory cards are already available from Indi but thats just the beginning, faxes, modems and network cards are on their way and who knows what else. If you need to know more about PCMCIA why not drop me a line.

On the subject of letters I have been swamped. It's absolutely great and I promise each one will be responded to and get a signed photograph so keep them coming! Last months winning letter came from **Adrian Simpson of County Down** Northern Ireland who gave a very well informed comparison between Amiga and less useful consoles.

I was absolutely knocked out with all the details he sent me concerning the music capabilities of the Amiga. Adrians letter was far too detailed to reprint but a big thankyou to him for writing it. Adrian the prize is on its way.

WHAT DOES THIS SYMBOL MEAN

DIRECT MARKETING ASSOCIATION

Finally I received a few important letters asking what is the **DMA** and why is it important to consumers that Indi is part of it. On thais page you will find a letter from the Chairman of the DMA, it's well worth a read.

Jakki Brambles

DMA ENSURES HIGHEST PRACTICE

As with most industries, the UK's personal computer industry has its share of cowboys operating in the mail order sector and at the receiving end a line up of despairing consumers who have suffered at their hands.

A personal computer is a sophisticated and expensive item and provided the purchaser is dealing with a reputable and accredited supplier, buying a computer by mail order can be a perfectly safe and cost effective exercise. The Direct Marketing Association (DMA) was set up in April 92 to set and maintain high standards for the sake of the industry and society at large, and to ensure that we can continue to regulate our own activities on the basis of proper professional responsibility.

Membership of the DMA is not conferred lightly - it is a privilege which entails responsibilities, to the consumer as well as to the industry. The foundation for this must be good practice. DMA members are required to abide by the highest standards as laid down in the DMA's code, enforced on members by The Authority of the DMA a separate body with an independent Chairman, and which is an assurance of vigorous self - regulation and professional responsibility.

DMA members also agree, as a condition of membership, to abide by The British Code of Advertising Practice and The British Code of Sales Promotion Practice: to apply the Mailing Preference Service file when appropriate: and to subscribe to the Advertising Standards Board of Finance (ASBOF) and to the Mailing Standards Levy as applicable.

The DMA symbol can only be used by members. Printed on stationary, advertising and other promotional material it demonstrates that these companies conform to the Association's high standards and are subject to the DMA's Code of Practice, thus enhancing the companies credibility with customers, suppliers and of greatest importance, the consumer.

Since the symbol was introduced last June, it has become synonymous with quality , professionalism and and responsibility. While it cannot be shown in any way which will become a sign of best industry practice and of strict adherence to DMA codes of conduct. The symbol represents authority for members and reassurance for consumers. It has been a high valued mark of confidence signifying to the consumer the truly professional edge of the industry.

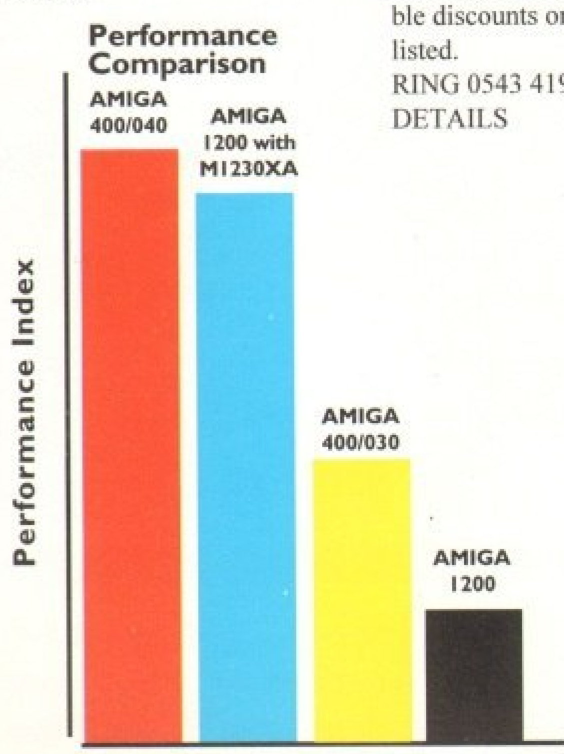
Alison Slan

Alison Slan
(Director of Public Relations,DMA)

NEW MEGA A1200!

Due to the shortage of A4000 / 030 INDI are nowoffering a mega A1200 configuration. Just look at this spec A1200 * 4 MEG RAM * 80 Meg HD * M1230 XA 50 Meg HZ .Runs @ 1.5 times faster than a standard A4000 / 030. Now look at the price **£939.99** (save £100 with A500 trade in) Credit terms available.

PHONE 0543 419999 FOR DETAILS



INDI LAUNCH NEW MULTI MEDIA CLUB

Indi have just launched **"The Indi Multi media Club"**. Members will be offered a complete range of Amiga Software covering Professional, Games, Utilities, CDTV, and CD Audio and video and selected PD.

Membership costs £10 per annum with a free offer on joining. Members will then receive a monthly catalogue giving incredible discounts on all products listed.

RING 0543 419999 FOR MORE DETAILS

indi
DIRECT MAIL

CUSTOMER CHARTER

INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will be still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision, and here's why.

INDI is a wholly owned subsidiary of a public company now in it's tenth year of trading and specialising in the supply of computer products.

With a turnover approaching £30 million per annum, we have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

SALES AND SUPPORT

The INDI sales team have been trained to take your order with the utmost care and efficiency. All stock offered for sake is held in stock, centrally at our group ware house complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you be tempted to purchase elsewhere)

General information regarding product is available from our sales team, however technical support is always on hand should you need assistance.

All prices quoted are inclusive of VAT.

INDI TELESALES
TEL 0543 419999 FAX 0543 418079

CREDIT FACILITIES

INDI are now able to offer competitive credit facilities on all orders over £200. All credit facilities are subject to status and applicants must be over the age of 18.

If you would like a quote simply call our our sales line where acceptance can normally be notified within the hour. We are also able to offer Credit Insurance to cover repayments in the event of sickness or unemployment.

AMOUNT* OF CREDIT	12 MONTHS		24 MONTHS		36 MONTHS	
	MONTHLY PYMNT'S	TOTAL PAYABLE	MONTHLY PYMNTS	TOTAL PAYABLE	MONTHLY PAYABLE	TOTAL PYMNTS
200	£22.00	£264.00	£12.00	£298.32	£9.31	£335.63
500	£54.99	£659.88	£31.06	£745.44	£23.27	£837.72
1000	£109.98	£1319.76	£62.13	£1491.12	£46.54	£1675.44

APR 29.9% WRITTEN QUOTATIONS AVAILABLE ON REQUEST
*After deposit paid

AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 months at home service and repair guarantee (where indicated). In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge.

As part of our policy of continual product development and refinement, we reserve the right to change specifications of products advertised. Please confirm current specifications at the time of ordering.

Prices are valid for month of publication only.

DIRECT MARKETING ASSOCIATION

DEFERRED CREDIT ON ALL ORDERS OVER £200.
*PAY 10% NOW AND NOTHING MORE FOR 3 MONTHS

AMIGA A1200

ALL NEW 32 - BIT AMIGA



INDI ADDED VALUE FREE

OFFICIAL A1200 HD SYSTEMS
The Amiga 1200 supplied by Indi Direct Mail now includes the official (legal) Commodore installation disk and hard drive utility manual. Indi are proud to be an official supplier of Amiga 1200 Hard Drive systems, that include the official software, documentation and on - site warranty.

A500 TRADE IN!!
£100 for your old Amiga 500 against any A1200 from Indi Direct. Must be in full working order, complete with mouse, manuals and P.S.U

COMIC RELIEF PACK
The event may be over but the fund raising still goes on. If you're looking for the latest in Amiga technology then this is the starter pack for you. Based around the outstanding A1200, this pack also gives you sleepwalker, a most addictive platform game from ocean software. You'll be pleased to know that every one of these packs purchased raises another £10 for Comic Relief.

A1200 STANDARD FEATURES.
* 68020 Processor * PCMCIA Slot. * 2MB Chip RAM. * 3.5" Internal Drive * AA Chipset. * Built in TV modulator. * Alpha numeric keypad. * 12 Months at home maintenance.

INDI PRICE
£379.99 or from **£14.47*** per month
*(Credit price based on 36 monthly payments APR 29.8%. Total repayment £520.92 and 90 day deferred payments.

A1200 60 MEG HD INDI PRICE £569.99
A1200 80 MEG HD INDI PRICE £599.99
A1200 120 MEG HD INDI PRICE £679.99

INDI A1200 ACCESSORY PACKS
Pack Contains:
* International Games Challenge. * The Cool Croc.
* Paradroid 90. * Zapsac and Zappo T - shirt.

INDI PRICE £19.99

60 / 80 Hard Disk upgrades available on any A1200. Upgrade includes full Wang warranty on A1200 and Hard Disks. Phone for a quote.

AMIGA A4000



It's here - The new Amiga 4000/030
The NEW Amiga 4000/030 features a EC68030 processor running at an incredible 25Mhz, and upgradable at a later date to a faster processor. The 4000/030 has a powerful 4 Mb of 32 - bit RAM (2Mb chip & 2 Mb fast) expandable to 18 Mb using industry standard 32 - bit Simms module. In line with the Amiga Flagship 4000/040 the 4000/030 features the new AGA graphics chipset, giving you a massive pallet of 16.8 million colours. A range of hard drive options are available from 80 - 240 Mb and includes a SCSI option.

4000/030 80 Mb HD INDI PRICE £939.99
Other Drive Options
4000/030 120 Mb HD INDI PRICE £1039.99
4000/030 240 Mb HD (exclusive to INDI)
Phone for price.
4000/030 120 Mb SCSI HD (exclusive to INDI)
Phone for price

A full range of approved upgrades are available for the 4000/030, including additional memory modules, hard drives, PC bridge boards, FPU's (68881 &68882)and the 24 - bit Opal Vision graphics and video system

NEW MONITOR RANGE
THE NEW DUAL SYNC1942 Monitors have been specially designed for the New Amiga 1200 and 4000 computers. Both monitors feature built - in stereo speakers.

INDI PRICE
1940 Monitor £279.99
14 inch screen size - 0.39 mm dot matrix

INDI PRICE
1942 Monitor £379.99
14 inch screen size - 0.28 mm dot matrix

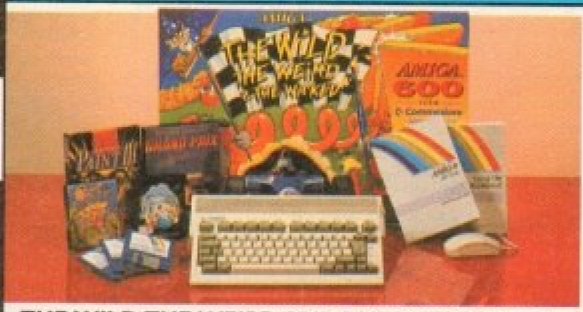


Parnet Adaptor for CDTV
Connect a CDTV player to any Amiga, and access the world of CD - ROM software.The Parnet interface and software will allow the Amiga CDTV to be used as a CD - ROM drive withe any Amiga and will give any Amiga owner access to the vast range of CDTV software currently available. The CDTV player offers excellent value for money when compared with a standard CD - ROM drive and interface. Most CD - ROM drives will set you back over £400 while CDTV will cost you less than £300 and will play audio CD in addition to CD - ROM / CDTV disks your Amiga, interface cable and PD disk with driver software for your CDTV player.

INDI PRICE £39.99

A4000/030 PLUS CDTV + 1960 MONITOR.
INDI PRICE £1599.99
CDTV + PARNET.
INDI PRICE £329.99

AMIGA A600 PRICE CRASH



THE WILD THE WEIRD AND THE WICKED A600 is an ideal starter pack containing a considered mix of software, making the most of the Amigas capabilities.

PACK CONTAINS:
* A600 Single Drive
* Built in TV Modulator
* 1 Mb Memory
* Pushover: Grandprix
* Silly Putty: Deluxe Paint III
* Mouse and Manuals

NEW LOW LOW PRICES
~~£289.99~~
£215.99

A600 - SD A single drive Amiga for those of you requiring a basic A600 at a very competitive price.
PACK INCLUDES: A600 single drive, built in TV modulator, 1 Mb memory. 12 Months at home service
INDI VALUE ADDED FREE * Kick Off 2 * Pipemania * Space Ace * Populous * Microswitched Joystick

INDI PRICE ~~£239.99~~ **£189.99**

A600 EPIC PACK (40 Mb HD) PACK INCLUDES:
A600 Hard Disks (40Mb) * 1 Mb Memory * Epic * Rome * Myth * Trivial Pursuit * Amiga Text * Deluxe Paint III * 12 Months at home service.
PLUS INDI ACCESSORIES PACK AS LISTED COMES WITH AN EXTRA 512K RAM EXPANSION FREE.

INDI PRICE ~~£395.99~~ **£379.99**

INDI A600 ACCESSORY PACK
* Microswitched Joystick * Lockable Disk Box * Disk Wallet * 10 Blank Disks * Kick Off 2 * Pipemania * Space Ace * Populous * Zapsac Carry Case * Zappo T - Shirt.

INDI PRICE £26.99

WANT THE BEST IN PROFESSIONAL AMIGA. WHY NOT TAKE ADVANTAGE OF THE CREDIT DEALS AVAILABLE (SUBJECT TO STATUS). CREDIT AVAILABLE ON 6,12, 18, 24, 36 MONTHS.
WHY NOT RING NOW FOR A QUOTE. SAME DAY RESPONSE.

AMIGA RECOMMENDED PERIPHERALS & ACCESSORIES

NEW FROM MICROBOTICS!!!. M1230XA ACCELERATOR LAUNCH!!

Microbotics beats the competition in price/ performance/ features and configurations. INDI is very pleased to announce the availability of the new 68030 accelerator product for the A1200: the microbotics M1230 XA (call it the "XA" for short). 50 Mhz as standard! Huge 128 MB memory design is standard (the biggest memory space in any A1200 peripheral) just look at these specifications and prices!

M1230 XA W/40 MHZ EC 030 OMB **INDI PRICE £299.99**
M1230 XA W/40 MHZ EC 030 4MB **INDI PRICE £399.99**
M1230 XA W/40 MHZ EC 030 8MB **INDI PRICE £499.99**
M1230 XA W/50 MHZ MMU 030 0MB **INDI PRICE £399.99**
M1230 XA W/50 MHZ MMU 030 4MB **INDI PRICE £499.99**
M1230 XA W/50 MHZ MMU 030 8MB **INDI PRICE £599.99**



MBX1200.

The original and best floating point unit and memo upgrade for the Amiga A1200. Available with 0,4 or 8 MB 32 bit Fast RAM and a choice of floating point units.N complete with real time clock (RTC)

1MBX1200Z 6881 14 MHZ 0MB **INDI PRICE £149.00**
MBX1200Z 6881 14 MHZ 4MB **INDI PRICE £299.00**
MBX1200Z 6881 14 MHZ 8MB **INDI PRICE £399.00**
MBX1200Z 6882 25 MHZ 0MB **INDI PRICE £199.00**
MBX1200Z 6882 25 MHZ 4MB **INDI PRICE £349.00**
MBX1200Z 6882 25 MHZ 8MB **INDI PRICE £429.00**
MBX1200Z 6882 50 MHZ 0 MB **INDI PRICE £399.00**
MBX1200Z 6882 50 MHZ 4MB **INDI PRICE £499.00**
MBX1200Z 6882 50 MHZ 8MB **INDI PRICE £599.00**

MEMORY UPGRADES AND ACCESSORIES

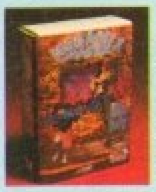
M501 The original 0.5MB battery backed upgrade for the A500.
INDI PRICE £29.99

M502 The original H1 MB battery backed upgrade for the A500.
INDI PRICE £49.99

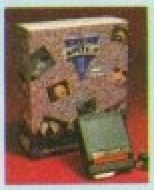
8 Up memory board. Designed for the A1500/ A2000. Memory upgradeable to 2/ 4 or 8MB
INDI PRICE £69.99

Hard frame suitable for A1500/ A2000. Allows for the interface of a SCSI hard drive.
INDI PRICE £110.99

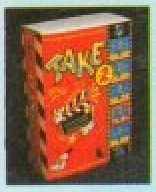
AUDIO VISUAL



MEGAMIX. Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source.
INDI PRICE £29.99



VIDI AMIGA 12. The ultimate low cost colour digitiser for the Amiga. "The best value full colour digitiser on the market" AMIGA FORMAT.
INDI PRICE £75.99



TAKE 2. Animation package is a must foe computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club.
INDI PRICE £37.99



ROCTEC ROCGEN
Entry level Genlock for all Amigas Record stunning Amiga Graphics i standard video or overlay text and graphics onto a video signal.
INDI PRICE £69.99

ROCTEC ROCGEN PLUS.
As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas.
INDI PRICE £133.99

ROCTEC ROCKEY.
The ultimate accessory for Amiga / Video fans. Separate RG controls to chroma key on any colour.
INDI PRICE£249.99

PYRAMID SCANNER.
A total hand held scanning package for all Amigas complete with interface and software.(mono)
INDI PRICE £99.99

AMIGA PERIPHERALS



2MB SMARTCARD. The original and still the only fully PCMCIA compatible memory card for A600/ A1200.Comes with lifetime guarantee. Beware of cheap imitations.
INDI PRICE £129.99

4MB SMARTCARD. Same as above but maximum 4MB.
INDI PRICE £199.99

ZAPPO 601.
Trapdoor upgrade for the A600. 1MB with RTC.
INDI PRICE £49.99

ZAPPO 601 INC. As above only 512K no clock **INDI PRICE £29.99**



DISK DRIVES



ZAPPO EXTERNAL FLOPPY
You've seen all the reviews on this popular and affordable second Amiga drive. Compatible with all Amigas.
INDI PRICE £59.99

"Quality: 9 out of10. " Exceptional value for money. AMIGA COMPUTING JAN 93

MONITOR



1084ST MONITOR.
Commodores original and best selling colour stereo monito Now includes swivel and tilt stand for total ease of use.
INDI PRICE £189.99
(£179.99 if purchased with A600 / A1200 / A1500)



Third Party OpalVision Software

(Available now or coming soon)

Aladdin 4D, Amilink Video Editing Products, Art Department Professional, Caligari 24, Cine Morph,Fractal Pro, Image FX, Imagemaster, Imagine, Michtron Entertainment Products Morph Plus, Real 3D, Scala Multi media 200, Texture City Image Libraries, 3D Professional, Transporter, Tv Paint, Vista Pro, Video Visions and more!!!

The NEW OPAL VISION system (Rev.2)

The amazing Opalvision 24 - bit graphics board and software suite has been updated and is now even better value for money.

The software suite now includes:

Opal Paint V2.0 - Now includes full magic wand implementation and Alpha Channel that allows photo compositing with selectable levels on a pixel by pixel basis.The new Chrominance effect allows absolute, real time control of image contrast, brilliance and re - mapping of colours.

Opal AnimMATE V2.0 - ofering real time play back of animations created by ray tracers, landscape generators, morphers and all other 24 - Bit software.

Opal Hotkey V2.0 - Display OpalVision graphics anytime with key combinations.

Opal Presents - Comprehensive, icon - driven presentation package.

Special Limited off er

IMAGINE V2.0 for only **£59.99** when purchased with OPALVISION
Imagine 3D is the most popular 3D rendering software, that now supports OpalVision.This is a full version that would cost £300 if purchaed separately.

"Quite simply, it's a spectacular product *- Amiga Computing*
"Undoubtedly the finest, most professional paint program to arrive on the Amiga" *- Amiga Format*
"Professonal quality at this Price can't be turned away" - Amiga User International
"The verdict was unanimous - brilliant" *- Amiga Shopper*

INDI PRICE £599.99 -

OpalVision NEWS FLASH

At Last - OpalVision Upgrade Modules!
OpalVision Video Processor - Plugs into the OpalVision mainboar adds a waelth of additional features * 24 Bit real - time frame gra from composite or S - Video. * Professional quality genlocking *VLSI microcode processor "Roaster Cip" for Digital Video Effec *Luninance & Chroma Keying * 256 - level "Alpha Channel" (tra cy) key.Management Software
Full specification available on request

OpalVision Video Suite - An advanced external rack mour video and audio switching device with it's own internal computer 9 video and 10 audio inputs, 24 - Bit frame store and a host of sp effects triggered manually or automatically.Full specification availa request

OpalVision Scan - Rate Convertor - For 31 Khz non - output of Amiga graphics, OpalVision images and any Pal or NTS Time Base Correction adds to the list of professional features of that simply plugs into the OpalVisionmain board.Full specification on request

Amiga 4000 OpalVision Systems
Complete Amiga 4000 / OpalVision systems are available for a ra applications
*Graphics/ Fine Artists * Multimedia * Videographers * Anima Desktop Publishing * Designers

TERMS AVAILABLE OVER 6, 12, 24, & 36 MONTHS SUBJECT TO STATUS. WHY NOT RING FOR A QUOTE. SAMEDAY RESPONSE. (SEE EXAMPLE)

Panasonic *Quiet* Colour Printing

We researched the colour printer market at great depth to find a colour printer good enough to cope with Amiga's powerful output, yet at an affordable price.
We found the perfect printer in the KX - P2180 and KX - P2123 quiet printers.
We then considered that if you were going to buy a Panasonic printer you would probably need a quality word processing package to use with it. We found that too, with 'Wordworth' yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

Panasonic KX - P2180



The new Panasonic KX - P2180 9 -pin quiet printer. Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. THe new KX - P2180 is typically 15dBa quieter in operation, than the competition.

* **Fast Printing** Speeds 192 CPS NLQ
* **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta,black)
* **Quiet printing** Super quiet 45 - 48 dBa sound level (most matrix printers are typically in excess of 60 dBa)
* **6 Resident Fonts** Over 6,100 type styles using Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts.
* **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
* **1 Year Warranty** for total peace of mind

INDI PRICE

£189.99

***WORDWORTH COMPLETELY FREE! WITH PANASONIC QUIET PRINTERS.** The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word / document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX - P2180 and KX - P2123 colour printing support), Collins spell checker and thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today" (Amiga Format)

NORMAL RRP £129.99 inc. VAT

Panasonic KX - P2123



The new high performance Panasonic KX - P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price

INDI PRICE

£239.99

* **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 SLQ.
* **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta, black)
* **Quiet Printing** Super quiet 43.5 - 46 dBa sound level (most matrix printers are typically in excess of 60 dBa)
* **7 Resident Font**s Over152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script, and Sans Serif Fonts.
* **24PIN Diamond** Printhead High performance and high quality output
* **1 Year Warranty** for total peace of mind.

Panasonic LASER PRINTER

KX - P4410 LASER PRINTER





WORDWORTH COMPLETELY FREE!WITH PANASONIC LASER PRINTERS.
The writers choice. The ultimate word processor for AMIGA computers
NORMAL RRP £129.99 inc VAT

KX - P4430 LASER PRINTER



Once again INDI have joined together with Panasonic to offer all Amiga owners the most outstanding Laser Printer offer ever. We are now able to offer high quality, professional laser printing at affordable prices. We are also giving away a copy of Wordworth with every Panasonic Laser Printer purchased (RRP £129.99). Whether you are looking for a laser printer to handle word processing, DTP, presentation or complex graphic applications - the Panasonic range offers you the power to meet your requirements.

KXP - 4410

* 5 pages per minute
* 28 resident fonts
* Optional 2nd input bin(total printer capacity 2 x 200 sheets)
* Low running costs
* Parallel interface
* Optional memory expansion to 4.5 Mb (0.5 as standard)
* HP laserjet II Emulation

INDI PRICE

£499.99 inc. VAT

Imminent price increase.
This price while stocks last.

WORDWORTH COMPLETELY FREE WITH LASER PRINTERS

Panasonic 2 YEAR ON-SITE WARRANTY

KXP - 4430

* Satinprint (optimum resolution technology)*
* 5 Pages per minute
* HP Laserjet III Emulation, PCL 5
* 8 Scalable fonts & 28 bitmap functions
* Optional 2nd input bin (total printer capacity 2 x 200 sheets
* Optional memory expansion to 5.0 Mb (1 Mb as standard)

INDI PRICE

£699.99 inc. VAT

Imminent price increase.
This price while stocks last.

*(Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size

WORDWORTH COMPLETELY FREE WITH LASER PRINTERS

Panasonic PRINTER ACCESSORIES



1) PANASONIC AUTOMATIC SHEET FEEDER
Automatic sheet feeder for KXP 2180/ KXP 2123 holds 80 A4 sheets. **INDI PRICE £89.99**

2) PRINT DUST COVER
Specially tailored quality dust cover for Panasonic KXP 2180/ KXP 2123 printer. **INDI PRICE £8.99**

3) PRINTER STAND
2 piece printer stand. **INDI PRICE £9.99**

4) PAPER PACK
500 sheets quality A4 paper. **INDI PRICE £9.99**

5) CONTINUOUS PAPER
2000 sheets 1 part listing paper. **INDI PRICE £19.99**

6) PARALLEL PRINTER CABLE
To be used when connecting Amiga to Panasonic printers. **INDI PRICE £8.99** (£5.99 if purchased with a printer)

7) PANASONIC COLOUR RIBBON
Colour ribbon for KXP 2180/ KXP 2123. **INDI PRICE£18.99**

8) PANASONIC BLACK RIBBON
Black ribbon for KXP 2180/ KXP 2123. **INDI PRICE £9.99**

SAVE £££££S ON THE FOLLOWING ACCESSORY PACKS

PACK 1
PANASONIC COLOUR RIBBON PACK
Contains 6 colour ribbons for the KXP 2123 RRP £119.99.
INDI PRICE £34.99 SAVE £30!!!

PACK 2
PANASONIC RIBBON PACK
Contains 2 black and 4 colour ribbons for KXP 2180/ KXP 2123.RRP £99.99.
INDI PRICE£££69.99 SAVE £30!!!

PACK 3
PANASONIC DELUXE ACCESSORY PACK
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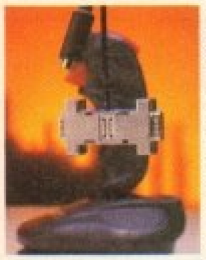
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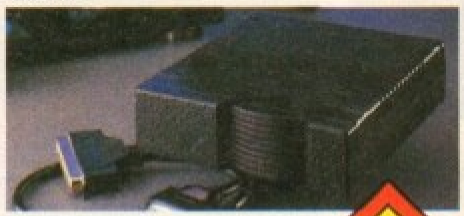
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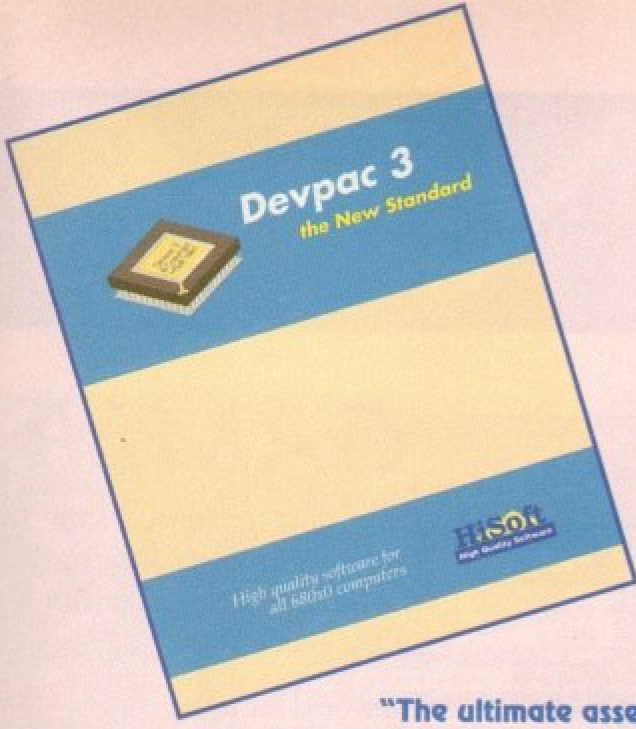
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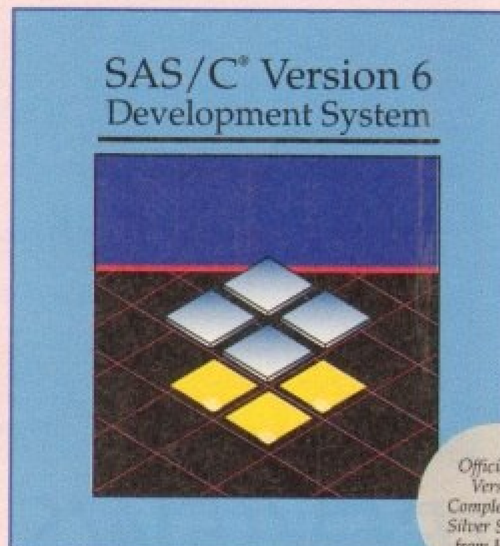
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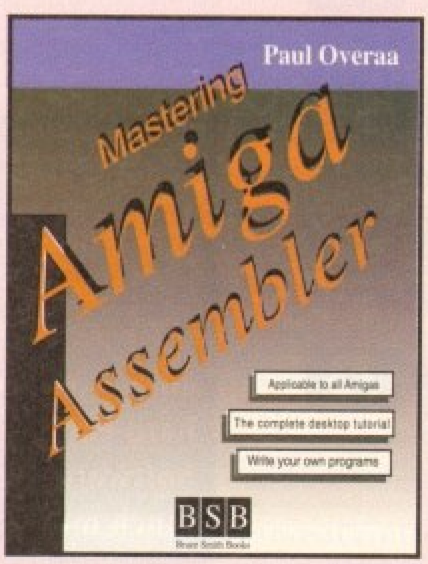
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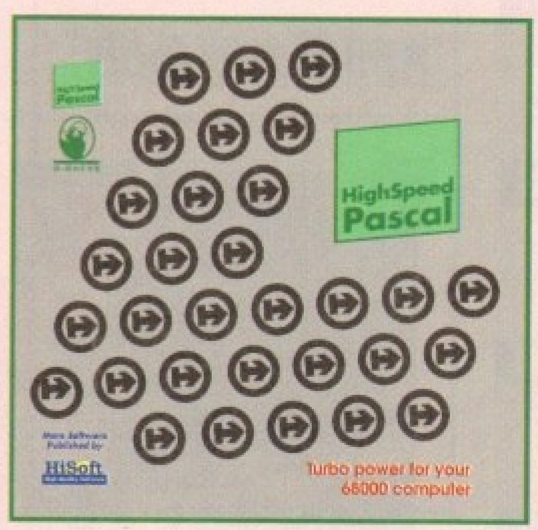
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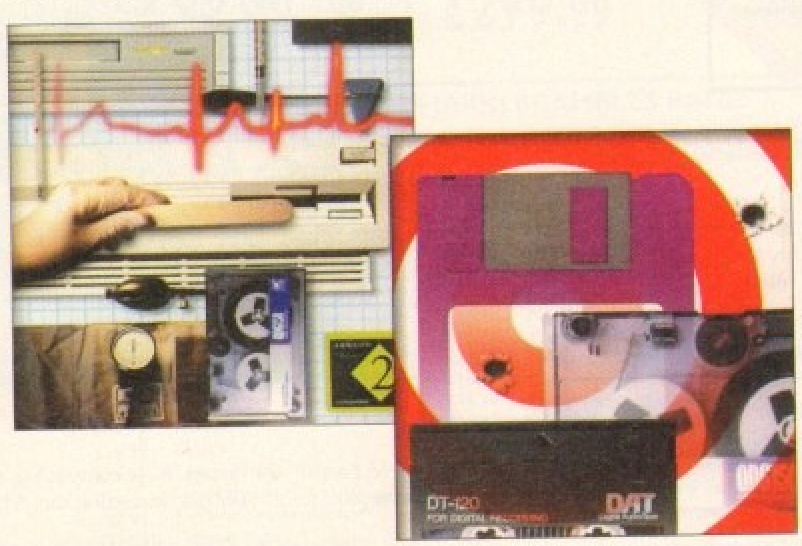
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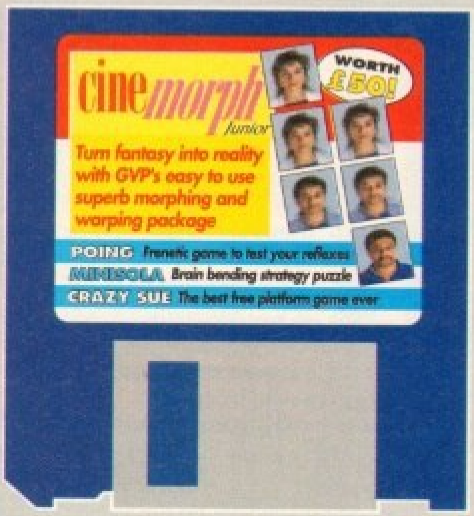
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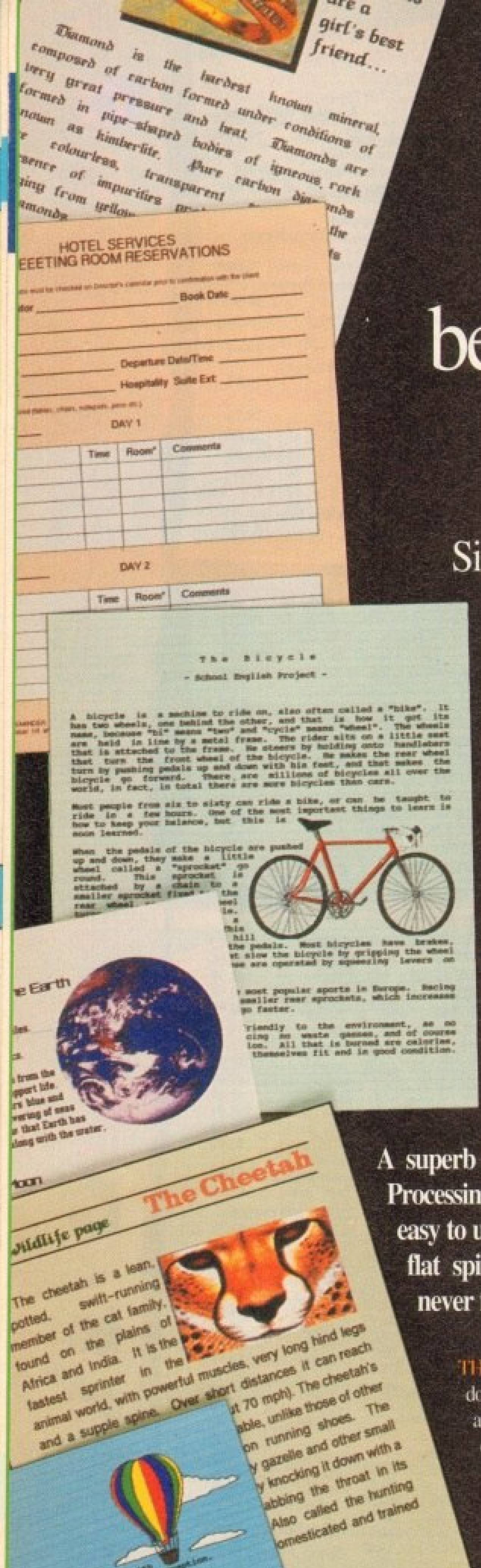
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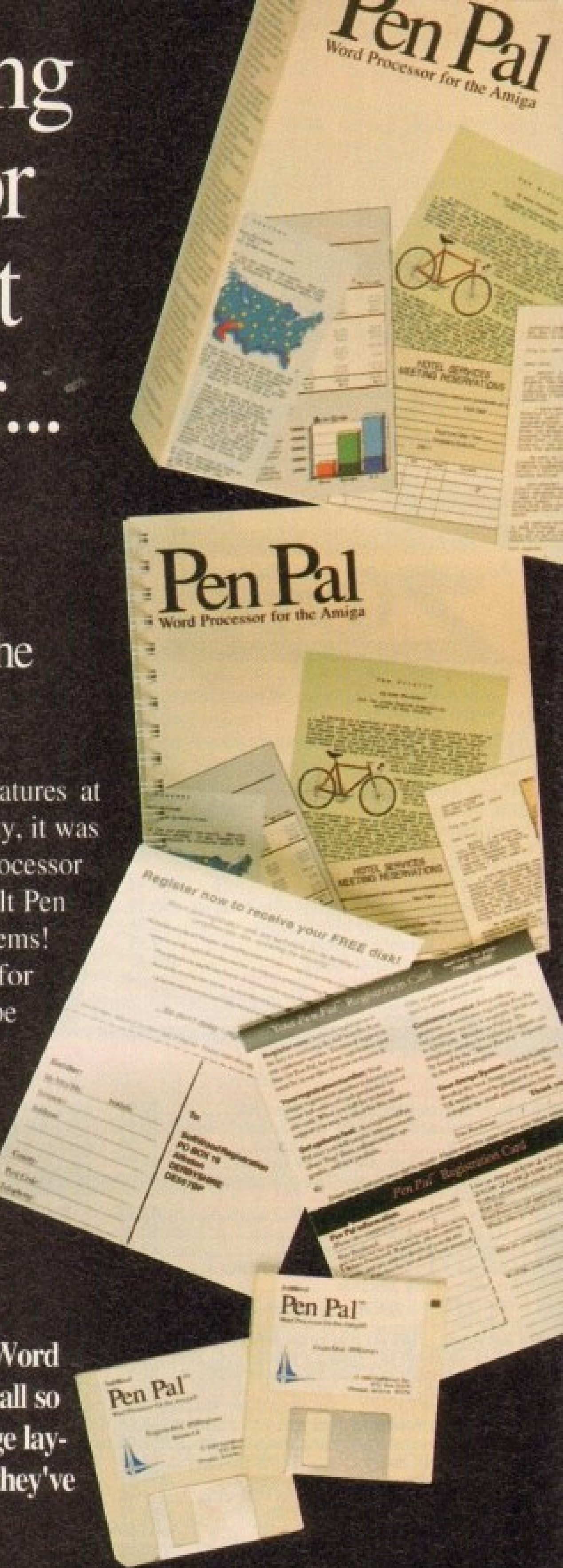
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NEWS

Huge loss forces CBM cost-cutting

A THIRD quarter loss of more than $177.6 million has forced Commodore to announce a massive restructuring plan aimed at slashing the company's overheads.

The latest loss includes a $65 million write-down on inventory and a provision of $70 million for special pricing and promotional allowances, restructuring costs and asset write-down.

But at $42 million, the firm's operating shortfall was more than expected for the second quarter running and the total loss for the nine months ending March 31 was $273.6 million.

During the quarter Amiga sales were down 25 per cent, and combined with price-cutting the computer gave a revenue drop of more than 45 per cent.

"We are extremely disappointed with our results for the first nine months of this fiscal year," said Commodore chairman and chief executive Irving Gould.

"We believe that Commodore's technology, brand name and distribution network continue to have significant value and we are exerting all of our efforts to restructure the company."

As part of the cost-cutting Commodore UK will shed up to eight after-sales staff, but facing up to economic realities will hurt much more in



Gould: Extremely disappointed

other countries.

Several offices will be shut, including Austria, the Netherlands, Belgium, Spain and Portugal. Each will have support staff based in Germany.

Sweden and Norway's operation will soon be controlled from Denmark and in the US five distribution companies will be employed. The large West Chester site will stay.

"We could have reported a $42 million loss," said Commodore UK's David Pleasance.

"But we've made the right provisions for a company of our size – we are not a $1 billion firm."

The firm's major investor have offered a vote of confidence in the plan, including waving convents until the end of July in order to allow the changes to take place.

"This has been nice because we can restructure how we want to, rather than go into Chapter 11 and have someone else do it for us," said David. "We are predicting a further loss for the next quarter but expect to be back into the black by Christmas."

Graphics power for Amiga PC



RISC: How AC revealed CBM's plan two years ago

WORLD EXCLUSIVE by John Butters

COMMODORE have an ambitious plan to use the next generation of Amiga graphics to springboard the firm into the mass business market, *Amiga Computing* can exclusively reveal.

According to the manufacturer's joint general manager David Pleasance, the first product using the technology is due next summer and will combine an Amiga and a PC inside a single case.

He says the "A5000" will build on existing technology with graphics ten times more powerful than the AGA chips found in the A1200 and A4000.

The firm had already announced that future high-end graphics will include four custom chips, a true colour resolution of 1,000 x 1,000 pixels and multiple blitter support.

RISC – standing for Reduced Instruction Set Chip – processing will make the machine five times faster than current models and PC compatibility will come through Windows NT.

The new version of this popular front-end software can be run without DOS and be taken onto platforms other than traditional 80x86-based PCs.

Marketing details are yet to be fixed but according to David its price will be competitive with Pentium (586) PCs and it will target the mass business market.

He added that the machine will be all things to all men and, unlike many development projects he has seen before, this one looks certain for release.

Asked whether the machine would include a DSP and SCSI-II David said: "It's unlikely that we will leave out any spec that is currently available. We would never go backwards."

Golden memory boost

UP TO 9Mb of 32-bit RAM can now be added to A1200s through a new internal card available from London dealer Golden Image (081-365 1102).

When fitted, the card gives the Amiga a maximum memory capacity of 11Mb and an optional maths co-processor and oscillator increase the computer's performance. A battery-backed clock comes as standard and the dealer claim it is easy to install. Prices start at £115 for a board populated with 1Mb.

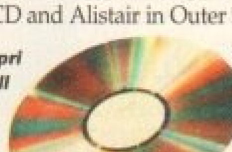
For a version fitted with 5Mb, an oscillator and 16MHz maths co-processor, the cost is £285. With 9Mb, the same board costs £415.

CDTV finds a new home

CDTV owners can now buy all titles available for the machine from one source, Capri CD Distribution (0628 891022) of Marlow, Buckinghamshire.

Capri is run by Richard Gandy, who is also chairman of the National Association of Specialist Computer Retailers, the dealers' trade body.

It has been building its range since last Christmas and can now offer new discs such as Pandora's CD and Alistair in Outer Space, plus a back catalogue of titles. Gandy: "We became aware that there are a considerable number of CDTV and A570 users out there who need a reliable source of software. We aim to meet that need."



CDTV: Capri take all products



A1200 upgrade deal

COMMODORE knocked £100 off the price of an A1200 during a recent trade-in promotion aimed at encouraging A500 and A500P owners to upgrade their computers.

The deal was available through independent dealers during June, when in addition to the £299, buyers handed over a fully-working Amiga with its mouse, power supply and modulator.

The manufacturer said the offer was "an opportunity not to be missed for thousands of enthusiasts" and claim that the 32-bit computer already has 70,000 owners in Britain.

Commodore boss David Pleasance said: "Even though we launched the Amiga 1200 as an extremely advanced, desirable machine, we always saw it as a mass market computer."

"It's already happening and the offer was aimed at speeding that process up."

News Briefs

OpalVision savings

INDI Direct (0543 419999) are offering Amiga users savings on the price of 24-bit graphics system OpalVision 2. The main board and software OpalPaint II costs £549.99, £50 off its normal price.

OpalVision II supplied with Imagine II software and OpalPaint II has its price tag cut by £100 to £599. A free mounting bracket is available for A4000 owners.

Meanwhile, the firm have announced that an external expansion box will enable A1200 users to use the system within the next few weeks.

ITV retune in to games

GAMERS will be able to tune into Yorkshire TV's *Bad Influence* this September when the top computer and consoles show returns to the ITV network.

Producer Patrick Titley says the programme will keep its old format and promises to give the Amiga large coverage. Andy Crane and Violet Berlin have been retained as presenters.

The 15-week show kicks off on Thursday September 9 at 4.45pm.

ADPro upgrades

ART Department Professional users should now contact Meridian Software Distribution (081-543 3500) if they wish to upgrade their software to the latest version.

The firm say that some people who applied to the package's former distributor DMI might have a short wait before they receive their upgrades.

CompuServe cuts costs

COMMS giant CompuServe have introduced local dial-up access points in Birmingham and Manchester supporting data speeds up to 9,600 bits per second.

The firm say they have been introduced as part of their effort to offer easier, reduced cost access to members in the UK. There are about 370 local-dial access points worldwide.

Printing at high speed...

SPEEDJET 300 is the name of Seikosha's new inkjet printer, a model the manufacturer claims offers high quality and low noise printing at up to 300 characters per second.

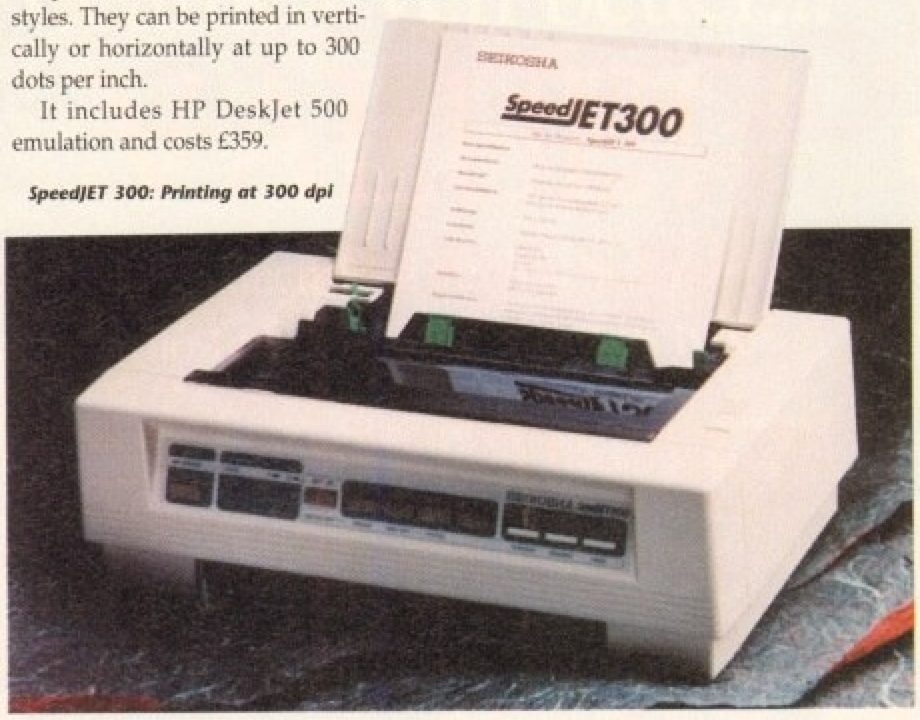
The firm say high speed printing is available on plain paper, transparencies or envelopes, and is achieved by using a new high capacity print head.

Its 16k printer buffer can be expanded with optional 128k and 256k expansions, and a single-sheet feeder capable of holding up to 100 sheets of paper is supplied.

SpeedJET's fonts include letter quality Dutch 801, Letter Gothic and Courier in various styles. They can be printed in vertically or horizontally at up to 300 dots per inch.

It includes HP DeskJet 500 emulation and costs £359.

SpeedJET 300: Printing at 300 dpi



Subtitles for video work

A SUBTITLING system suitable for off and on-line production has just been released for the Amiga by Manchester-based Zen Computer Services (061-793 1931).

Many of Euro-Titler's features have been developed for requirements in a broadcast environment and have led to the system being chosen by Granada TV.

A video overlay card enables near-broadcast quality subtitles to be previewed over the source video for off-line work.

On-line the output can be direct from the Amiga or downloaded to an Aston 4 caption generator.

Timing comes from external VITC, LTC or Midi timecode via an external reader or internal VITC/LTC card. Alternatively, the Amiga can generate the timing reference.

It features Ascii support, one or two-line subtitles, boxed or unboxed, anti-aliased font support, cue setting and editing facilities, script printout and several timecode reader options.

A broadcast version is also available boasting Aston 4 support and external keyer control.

It costs £180 for the standard version, £380 for Euro-Titler Broadcast, £450 for a VITC internal reader card and £530 for an LTC option.

The manufacturer can supply and install fully-configured systems or individual items for existing Amiga users. Complete system prices excluding VCRs start at £1,300.

Peripheral prices are slashed

GREAT Valley Products have cut the price of several Amiga peripherals: G-Lock, the A530 Turbo, HD8+ hard drive and IV24 graphic card.

Britain's distributor Silica Systems (081-309 1111) say that the US developer's huge buying power has enabled them to reduce production costs and pass the savings on to end users.

The biggest cost-cutting is on the firm's IV24 board which has its price slashed by £500 to £999, while the A530 Turbo with its A500 accelerator, RAM upgrade and hard drive starts at £499.

HD8+ hard drives cost £249 for a 42Mb model and range up to £399 for a massive 120Mb of storage capacity. G-Lock, meanwhile, comes down £50 to £299.

"The lower prices help make GVP products available to all Amiga users. Even those with small budgets will now be able to buy GVP's award-winning peripherals," said a Silica spokesman.



HD8+: GVP cut prices

Bigger Harlequin targets animators

ANIMATORS and multimedia users are among those targeted for Harlequin Plus, a new version of the original 32-bit frame-buffer from Amiga Centre Scotland (089 687 583).

The board contains a line up of new features including a full screen 4-bit overlay – 16 colours from a palette of 16.8m – which is fully independent of the main 24-bit display.

The Harlequin standard 24-bit output can now be fed through a colour look-up table for real-time gamma correction, colour cycling or colour transformation.

And it also has a true colour 15-bit mode with 32,768 colours and an 8-bit mode with 256 colours, as well as a pseudo-colour 8-bit mode with colour cycling.

Other new functions are a built-in genlock, broadcast standard output synchronisation and signal levels, revised screen resolutions and faster screen updates.



Harlequin: Now features more

The board costs £1,598 for the A4000 and £1,498 for the A2000. Upgrades are available, although at the time of going to press prices remained to be fixed.

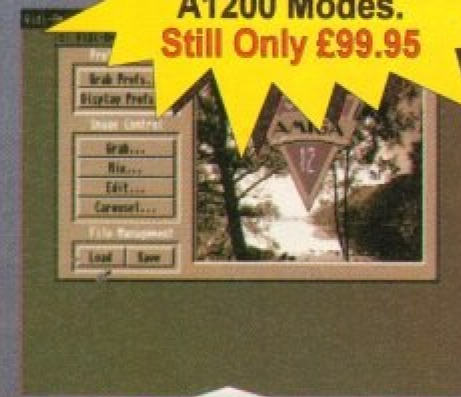
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MAIN CONTROL WINDOW

Vidi-Amiga 12 V2.00 Specification

Composite, S-Video or SVHS inputs.

Digitise in 320 X 200 NTSC or 320 X 256 PAL
320 X 400 NTSC or 320 X 512 PAL



NEW GRAB MENU

Supports the following screen modes

*262000 HAM-8	*4096 HAM	*256 COLOUR
*128 COLOUR	*64 COLOUR	*64 EHB MODE
*32 COLOUR	*16 COLOUR	*8 COLOUR
*4 COLOUR	*2 COLOUR	*HAM-E (*)

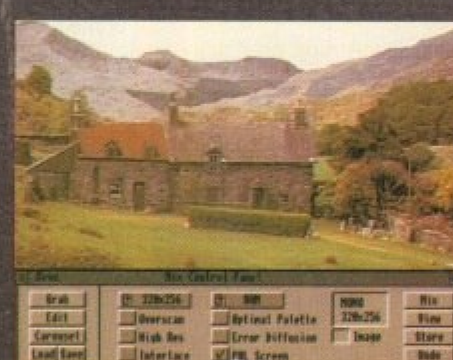


NEW ANIMATION WORKSTATION

Display resolution up to 704 x 566:

320 X 256	320 X 200	640 X 512
320 X 512	320 X 400	704 X 240
384 X 283	384 X 200	704 X 283
384 X 566	640 X 240	704 X 480
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SUPPORTS FULL OVERSCAN/ INTERLACE/ HI-RES MODES



NEW MIX CONTROL PANEL

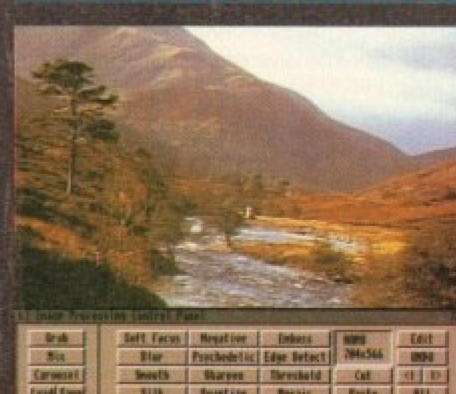
Other Features Include:

New

*SWIPE & PLAY ANIMATION WORKSTATION.
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DIARY DATES

5 to 7 September 1993
European Computer Trade Show
Organiser: Blenheim
(081-742 2828)
Venue: Business Design Centre, London
A trade-only event where new games will be unveiled.

16 to 20 September 1993
Live '93
Organiser: News International
(071-782 6000)
Venue: Olympia, London
A public consumer electronics show. Commodore plan to attend.

11 to 14 November 1993
Future Entertainment Show
(0225 442244)
Venue: Olympia, London
A multi-format computer and console show.

19 to 21 November 1993
International Computer Show
Organiser: Westminster Exhibitions
(081-549 3444)
Venue: Wembley, London
Discounted software and hardware plus product releases.

● If your company is organising a show relevant to the Amiga an it's not listed, let us know so we can include the information in the diary.

Showing off CD talents

THE latest compact disc from Optonica uses some of the latest techniques including motion video to show off the capabilities of CDTV and Amigas fitted with A570 drives.

Pandora's CD was produced using Optonica's own Interplay authoring system and Videostream digital motion video production system – both of which will soon be sold commercially.

The disc contains 2,000 clip art items, photograph, sound effects and textures and backgrounds libraries plus a range of other demos. Cost: £4.99 from Optonica (0455 558282).



Pandora: Showing CD benefits to the full

Fishing for clip art

NEW clip art from Artworks gives Amiga users a set of images of interest to fishing enthusiasts and another disk targets those who compose title screens for video work.

Fishing and Freshwater Life and Signs & Symbols 3 each contain over 100 images claimed to be drawn by professional artists and designed to give a clear finish when printed.

An accompanying poster shows the images at a glance and a slide show facility enables the artwork to be viewed without the aid of another program.

Each disk costs £6.99, or £6 if three of more are bought from the library of ten. Telephone Artworks on 0469 588138.

Thorn/EMI in Scala sales push

SCALA UK have just signed a deal with Thorn/EMI under which the latter will push the Amiga-based information system InfoChannel further into industry as part of their product range.

Some large companies are already using the system, an information and advertising tool that can schedule transmissions and update information to an unlimited number of TV screens.

At its centre an Amiga uses a combination of high quality graphics, photo-realistic pictures, motion, sound and interactivity to transmit and control information.

Barry Thurston, director of Scala UK, said: "Thorn/EMI have considerable experience and expertise particularly in the corporate and hotel industries.

"This gives InfoChannel IC400 a strong foundation for establishing itself as the number one multimedia communications and information system available on the market today."

Meanwhile, Scala have announced details of companies who have just employed InfoChannel for the first time.

At Denmark's Aalborg Airport it is used to update flight information and promote airport services while Hilton Hotels have installed systems around the world.

Other newcomers include the Bank of Scotland, Co-op supermarkets, the Gleneagles Hotel in Scotland and several cable television companies.

And even computer manufacturer IBM turned to Scala on the Amiga when they needed to make a presentation to businessmen at a recent technology show in Germany.

But the package has also taken to sea on board several cruise ships and ferries. It displays information on ports, tourist attractions and shopping facilities.

Ships using the system include the MS Statendem travelling between San Francisco and Fort Lauderdale and DFDS/ Scandinavian ferries sailing between Harwich and Denmark.

Supra speed accelerator

SUPRATURBO 28 is a new accelerator that increases the speed of A500 and A2000s from 7MHz to 28MHz, without requiring the existing processor to be replaced.

According to developer Supra Corporation, tests have shown that the board significantly enhances disk-intensive processes, animations, compiling programs and displaying graphics.

It is compatible with the Amiga's 68000 processor and although most software works alongside the accelerator an external switch slows the computer for troublesome applications.

"The SupraTurbo 28 grew out of customer demand," said Supra boss John Willey.

"Amiga customers have been telling us they want their existing computers to run faster without compromising either their already-installed peripherals or their pocketbooks."

The A500 version plugs into the external expansion bus and a pass-through slot allows users to connect expansions such as hard drives and memory.

A2000 owners plug their accelerator into the computer's 86-pin expansion slot. Additional internal peripherals can be also be added.

Supra's British distributor is Leeds-based First Computer Centre (0532 319057). Price: £129.99.

Kuma are helping out with DTP

STUDENTS who need to learn desktop publishing skills as part of a short course or National Vocational training scheme are targeted for Kuma Books' (0734 844335) latest publication.

Student's Guide to Desktop Publishing, was written by teacher and freelance journalist Terry Freedman and covers a wide range of topics.

They include basic skills, preparing text and artwork, principles of design, scanners, printing, proof reading markets and typography.

There are also sections on wider requirements such as health and safety, maintenance and data security while questions test students on a continuous basis. Price: £9.95.

KNOW SOMETHING WE DON'T?

Although *Amiga Computing* has scores of contacts in the Amiga world we need you. If you have some hot news ring John Butters on the news desk now on 0625 878888 or fax to 0625 850652. All sources will be treated in the strictest of confidence.

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A600 1Mb with Clock	£39.95
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GASTEINER POWER FOR A600/A1200

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Internal Drive for A2000	£45.00
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Commodore 64 Power Supply	£19.00
10 Blank Disc	£7.00
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REPAIR SERVICE

New service centre/repair for most Amiga computers. We offer a quotation service of £10 for which we will examine your computer and report back with an exact quotation price for the repair. If the repair is carried out the £10 is then deducted from your bill.

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APPLICATION:
Most recent powerful application for the Amiga (e.g. for graphics, music, animation, raytracing, DTP) require more main memory than is available or possible to integrate. GigaMem is a program which simulates up to 1 GigaByte memory, which swaps onto any mass storage system (i.e. hard disk). Intelligent management accomplishes simultaneous use of several programs in a multitasking mode.

FEATURES:

- Support up 1 Gigabyte Virtual Memory
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- Intelligent paging strategy a la UNIX ™
- Display of available virtual memory on the Workbench title
- Write cache for increased speed
- Ready-to-use program database of common applications for optimum utilization

SYSTEM REQUIREMENTS:

- GigaMem works with all AMIGA <R> computers with MMU (Memory Management Unit); i.e. Amiga<R> 2500, 2500/30,3000 or Amiga 500(+)/1000/1500/2000/4000 with 68020 or 68030 accelerator and MMU
- No restriction on type of HD controller and hard disk
- GigaMem is compatible to Kickstart 1.2/1.3 and 2.x

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Slow times at CES

Denny Atkin on the latest realignments in the US Commodore market

This month I'd hoped to have a report for you on all the neat Amiga titles shown at the Consumer Electronics Show in Chicago, Illinois.

Unfortunately, although PC, Mega Drive, SuperNES, and 3DO titles filled an entire building, there was only a single booth that even had Amigas in it – and the nameplates were all covered up by Video Toaster 4000 labels.

A few US games companies did acknowledge that they still have some Amiga titles in the works, but almost all of those were being developed in Europe.

A notable exception were Interplay, who are developing the Amiga port of Star Trek: 25th Anniversary in the US. Electronic Arts mentioned Desert Strike and an AGA version of Syndicate, and Psygnosis said their recent acquisition by Sony wouldn't affect the 11 Amiga titles currently under development.

NewTek's Video Toaster 4000 booth was actually one of the most crowded at the show, although how much of that is attributable to the Toaster 4000's incredible capabilities compared to how much could be credited to fascination with NewTek demo megababe Kiki Stockhammer could be debated.

The Toaster 4000 has things like real-time 24-bit (OK, Ham8, but who can tell) animated wipes, an incredible new revision of LightWave 3D, and more. However, since it still only works on NTSC machines, I won't tantalise you any further.

For American Amiga gamers, CES was a truly depressing experience. The American games market for the Amiga seems to have taken its last steps (mostly due to stores not wanting to carry lower-volume Amiga titles when they can devote the space to PC and console games). Almost all our titles come from the UK, and that doesn't look likely to change.

SHOW STOPPER

The Amiga's spiritual heir, the 3DO "Interactive Multiplayer" designed by Amiga Inc alumni R J Mical and Dave Needle was a big attention-grabber at the show.

This CD-ROM based console has fast full-colour graphics, and texture-mapped 3DO games were on display at about half of the booths. It's a hot little machine, and is probably what the Amiga would be had it been designed 10 years later. Technically it's nearly perfect, but it remains to be seen if there's a market for a $700 (£460) game machine.

3DO was adamant that it was an Interactive Multiplayer, not a games console, but 90 per cent of the titles on display were games.

Commodore were at the show, but they didn't have a public display. Instead, there was a small private room with a darkened window. Of course, this investigative reporter snuck a peek inside, but all I saw was Commodore Engineering's Jeff Porter talking to a businessman with an Amiga 1200 against the wall.

Commodore were probably using the opportunity to try to find retail outlets to carry its upcoming $300 (£197) CD-ROM games machine. The machine has lots of potential, with AGA graphics and MPEG video decompression, but with Commodore's recent $177 million loss on sales of only $120 million, it's unlikely they can mount a marketing effort to compete with 3DO, even though their machine is only half the price.

Pegged picture

You have a brand-new Amiga 1200 and you've been using a raytracer to create awesome AGA pictures. But now your 80Mb hard drive is crammed full of pictures.

What do you do? You could use JPEG compression to shrink your pictures, but your rendering program doesn't support JPEG, and neither does DPaint. Heifner Communications has a solution in PEGGER, an automated JPEG compression program.

If you create AGA or 24-bit graphics on your Amiga and you're not familiar with JPEG, you should be. This format can shrink graphics files by a factor of ten or more, storing 800k 24-bit files in only 80k.

Now you can store 1,000 pictures on a 50Mb drive instead of 60 or 70. JPEG is a "lossy" compression, and does lose a bit of picture resolution, but the results are rarely noticeable.

PEGGER runs in the background and automatically compresses and decompresses pictures, so you can use it with program like DPaint IV AGA or VistaPro that don't have built-in JPEG support. If you're ARexx-savvy, you can use PEGGER's ARexx port to control compression from other applications. PEGGER uses highly-optimised code, so it can handle the compression quickly without bogging down your other processes.

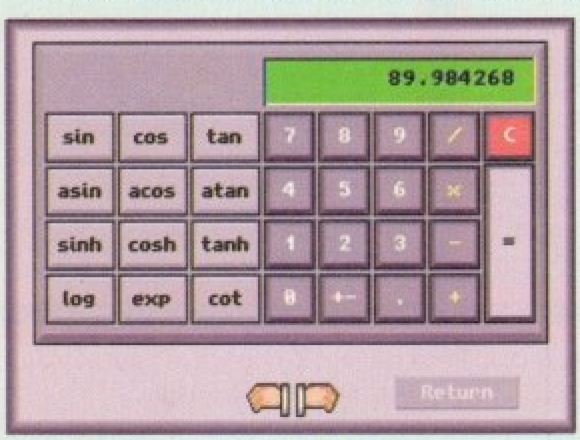
Best of all, PEGGER works on small portions of pictures, so you can process huge pictures with on an unexpanded A1200 – something that's impossible with image processing programs like ADPro and ImageMaster.

Pegger requires AmigaDOS 2 or 3, and will support Commodore's DSP for even faster processing when the chip is finally shipped. It lists for $95 and is available from Heifner Communications, 4451 I-70 Drive NW, Columbia, MO 65202 USA; phone (314) 445-6163; fax (314) 445-0757.

Mr Sulu, you have the helm

With all the multimedia software creation tools out there – CanDo, AmigaVision, HyperBook, Director 2, and others – is there really room for another one? When it's one as sophisticated as Helm, absolutely.

Helm combines draw, paint, and image-processing tools with a scripting language, a hypertext database manager, and an incredible assortment of objects you can use to create user-interfaces for your programs.



Create a calculator program using Helm...

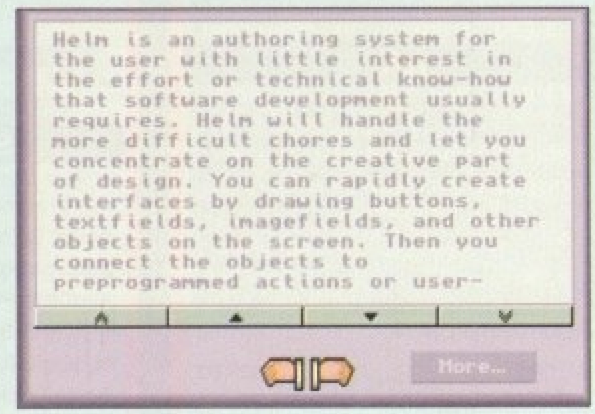
Among the objects you can use in your files are pages (which can be turned and browsed through like the real paper ones), forms, buttons, charts (bar, pie, line – you name it), paintable fields, ARexx "action" objects, and Amiga-style gadgets.

The included tools aren't just basic, barely useable hacks. The paint-program is full-featured, for instance, with features like Bezier curves and even chaos fills.

Image-processing filters such as the ones included in ADPro are available for use when creating your presentations – this is one versatile package.

It fully supports IFF 8SVX, ANIM5, ILBM, and even SMUS music files. It works well in PAL as well as NTSC modes, and includes a very complete, well-written manual.

You'll learn lots, though, from looking at the megabytes of included demo applications. Helm ships on seven disks, and most of those are packed with examples.



...or a complete text viewer

If you want to create "multimedia" applications (rather than shoot-'em-ups), you'll find Helm a wonderful tool. It's a bargain at $129 (£83). Contact Eagle Tree Software, P.O. Box 164, Hopewell, VA 23860 USA; (804) 452-0623

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PDU 410 **SUPERSOUND II** - THIS IS THE LICENCEWARE VERSION NOW RELEASED AS PD. THE BEST SAMPLER YET! (P)
PDU 411 **IMPLODER v4.0**- EXC COMPRESSION UTIL (P)
PDU 412 **HARD DRIVE UTILS** (P)
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PDU 414 **SID v2.00** -NEW VERSION OF THE BEST DIRECTORY UTILITY (P) SHAREWARE
PDU 416 **NIBCOPIER v2.0** - VERY POWERFUL PARAMETER DISK COPIER, BACKS UP YOUR PROTECTED DISKS
PDU 419 **SUPERKILLERS v2.5** - BEST VIRUS KILLER (P)
PDU 421 **OCTAMED v1.00b** - FULL VERSION OF THE 8 CHANNEL MUSIC EDITOR (P)
PDU 423 **BOOT INTRO CONSTRUCTION SET** - CREATE CUSTOM BOOT LOADERS FOR YOUR DISKS (P)
PDU 425 **AMOS UPDATER v1.34** (P)
PDU 427 **PRINTER DRIVERS** - STAR LC10, HP DESKJET & PAINTJET PLUS MANY OTHERS (P)
PDU 429 **KING JAMES BIBLE** - COMPLETE TEXT WITH SEARCH ON FOUR DISKS (P)

PDU431 **DPAINT FONTS** - EXCELLENT CUT'N'PASTE FONTS ON 2 DISKS (P)
PDU 433 **PC-TASK** - SHAREWARE PC EMULATOR (P)
PDU 435 **TEXT ENGINE v3.4**-BRILLIANT WORD PROCESSOR (P)

CLIP ART PACK

THIS IS AN **ALL NEW** COLLECTION OF 13 DISKS, EXCLUSIVE TO US. THEY ARE TOTALLY MENU DRIVEN, SO ARE EASY TO USE. THERE ARE OVER 1000 IMAGES IN IFF FORMAT AND ARE IDEAL FOR DPAINT OR DTP.FROM FLAGS TO FAMOUS PEOPLE AND FROM FANCY BORDERS TO VIZ CHARACTERS.........PROBABLY THE BEST CLIP ART AVAILABLE AT ANY PRICE! (A500+/A600 compatible)

ALL 13 DISKS FOR ONLY

£15.00

PDU 436 **TYPING TUTOR** - INCLUDES SIGN LANGUAGE TUTOR (P)
PDU 437 **WORD POWER** - S/WARE SPELL CHECKER (P)
PDU 438 **STAR PRINTER DRIVERS** - 9 & 24 PIN MONO AND COLOUR DRIVERS DIRECT FROM STAR (P)
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PDU 445 **DOC DUMP**- CREATES SMALL BOOKLETS FROM TEXT FILES, THE ULTIMATE PRINT UTILITY (P)

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PDE 1 **LEARN& PLAY #1** - A SUITE OF PROGRAMS FOR YOUNG CHILDREN (P)
PDE 2 **LEARN & PLAY #2** (P)
PDE 3 **STORYLAND 2** - SAVE TOYLAND FROM THE WITCH (P)
PDE 4 **TOTAL CONCEPTS ASTRONOMY** - INTERACTIVE BOOK (P)
PDE 5 **TOTAL CONCEPTS DINOSOARS** (P)
PDE 6 **KIDSPAINT** (P)
PDE 7 **MR MEN STORIES** - GOOD READING AID
PDE 8 **SIMON SAYS & SPACE MATHS** -V.GOOD (P)
PDE 9 **HOORAY FOR HENRIETTA**- DEMO FROM LANDER SOFTWARE (P)
PDE 10 **SPELLBOUND** - ANOTHER DEMO (P)
PDE 11 **HENRIETTA'S BOOK OF SPELLS** - DEMO (P)

RED SECTOR INC.

PDU 401 **RED SECTOR DEMO MAKER** - WITH DOCS
PDU 364 **RSI EXTRAS #1**
PDU 392 **RSI EXTRAS #2**
PDU 393 **RSI VECTOR OBJECT EDITOR**
PDU 394 **RSI FONT EDITOR**
PDU 395/6/7 **RSI MUSIC MODULES DISKS**
PDU 372 **RSI VECTORBALLS EDITOR**
PDU 365 **TSB VECTOR DESIGNER**

GAMES

PDG 1 **STAR TREK**-T. RICHTERS VERSION 2 DISKS (P)
PDG 2 **STAR TREK** - BY ERIC GUSTAVSON, 3 DISKS, REQ 2 DRIVES, VERY GOOD (P)
PDG 32 **LEGEND OF FARGHAIL** (P)
PDG 35 **PAIR IT** - EDUCATIONAL GAME (P)
PDG 46 **FRUIT MACHINE, POOL & OTHERS**
PDG 50 **SEALANCE** - SUBMARINE SIM GAME (P)
PDG 60 **AIR ACE II** - WWII SHOOT-EM-UP (P)
PDG 61 **ELECTRIC TRAIN SET** (P)
PDG 62 **ZX SPECTRUM GAMES #1** INC EMULATOR
PDG 63 **ZX SPECTRUM GAMES** VOL 2 INC EM (P)
PDG 70 **DRIP!** - VERY GOOD PIPE GAME (P)
PDG 71 **LLAMATRON** - BY JEFF MINTER
PDG 73 **TWINTRIS** - THE BEST VERSION (P)
PDG 75 **TANX THE GAME**- ADDICTIVE GAME (P)
PDG 77 **STAR TREK THE NEXT GENERATION**- BY TERRY MCINTOSH HI-RES GRAPHICS (P)
PDG 83 **JEOPARDY**- RISK TYPE GAME (P)
PDG 86 **CRAZY SUE**
PDG 87 **AMIGA COLUMNS** - WELL REVIEWED (P)
PDG 88 **REVENGE OF THE MUTANT CAMELS** - BY JEFF MINTER
PDG 89 **NEW STAR TREK** - BY JIM BARBER, 2 DISKS
PDG 91 **LEGEND OF LOTHIAN** - ULTIMA TYPE ADVENTURE (P)
PDG 92 **ASHIDO** - ORIENTAL TILE GAME..GOOD! (P)
PDG 94 **LEMMINGOIDS** - LIKE ASTEROIDS !!!!NOT
PDG 95 **INTERNATIONAL CRICKET** - GOOD SHAREWARE GAME, VERY PLAYABLE (P)

GAMES PACK

THIS **NEW** 12 DISK PACK HAS ALL OF THE LATEST AND BEST PD GAMES. THEY ARE EASY TO USE AND VERY GOOD QUALITY
ALL ARE COMPATIBLE WITH A500+/A600

A MUST FOR ALL GAMERS!

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PDG 102 **TOTAL WAR** - STRATEGY GAME (P)
PDG 104 **E-TYPE** - THE DEFINITIVE ASTEROIDS (P)
PDG 105 **MANIA** SHOOT SADDAM & THE IRAQUI ARMY (P)
PDG 106 **AIRPORT** - ATC SIMULATOR (P)

WE NOW STOCK ALL OF THE ASSASSINS GAME DISKS THEY ARE WELL PRESENTED, EASY TO USE AND CONTAIN ALL OF THE LATEST AND BEST PD GAMES...GREAT VALUE ...TAKE A LOOK!

PDG 109 **ASI#1** - TANX, ROLLERPEDE, AMIGOIDS, CAVE RUNNER, AVATRIS
PDG 111 **ASI#3** - MEGA BALL, DRIP! (P)
PDG 112 **ASI#4** - JUMPER, GOMOKU, CRACKER, JUMPY , TURBO DUEL, KLONDYKE (P)
PDG 113 **ASI#5** - GO LOOLY, RETALIATOR, RAID (P)
PDG 114 **ASI#6** - DOWNHILL CHALLENGE, PACMAN '87, METAGALACTIC LLAMAS,WELLTRIX
PDG 115 **ASI#7** - DESTINATION MOONBASE, TRIX, NIGHTWORKS, CLOUD RUNNER
PDU 116 **ASI#8**-AIR ACE II, H-BALL, NUMBER FUMBLER, SNAKE PIT
PDG 118 **ASI#10**- PICKOUT , ESCAPE, SYS, PIPELINE (P)
PDG 119 **ASI#11** - DAD, CONNEX, TOWERS OF HANOI, REVERSI, TRIPPIN' (P)
PDG 120 **ASI#12** - CAR, LLAMATRON,POWER PONG, XFI
PDG 121 **ASI#13** - BALL, ASTEROIDS, TWINTRIS, BLOCK-IT, SQUAMBLE, AMIGATRATION (P)
PDG 122 **ASI#14** - CHINA CHALLENGE II, AMIGA COLUMNS (P)

ASSASSINS PACK

THIS IS A **NEW** COLLECTION OF THE FIRST 35 ASI GAMES DISKS. THERE ARE OVER 100 GAMES. ALL MENU DRIVEN....VERY EASY TO USE.... IDEAL FOR THE KIDS

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PDG 123 **ASI#15** - BATTLE CARS, MAMBA MOVE
PDG 124 **ASI#16** - PACMAN, WASTELANDS, DILEMMA, MISSION-X (P)
PDG 125 **ASI#17** - JETMAN, DEFENDA, TOMCAT, BUGBLASTER (P)
PDG 126 **ASI#18** - OMEGA RACE, SKY FLYER, HENRY IN PANIC, MEGATRON
PDG 128 **ASI#20** - AMOS COIN DROP, MICROBES,HOLLYWOOD TRIVIA, MATCH PATCH (P)
PDG129 **ASI#21** - ZUES, TETTRIX, TILES, BATTLEMENTS
PDG 130 **ASI#22** - LEMMINGOIDS,DUEL, MOUTH MAN, WIZZY'S QUEST (P)
PDG 132 **ASI#24** - REVENGE OF THE MUTANT CAMELS, NEBULA, CROAK, 3D MAZE, DUX (P)
PDG 133 **ASI#25** - E-TYPE, ASTEROIDS, HEMROIDS, COPPER, MR WOBBLY, MR BRICK (P)
PDG 134 **ASI#26** - SUPER PACMAN '92, SMASH TV, ASHIDO, BALLY III, SYSTEM IV
PDG 144 **ASI#36**- WONDERLAND, SUB ATTACK, MOTHER LODE, TACTIX, DONKEY KONG (P)
PDG 145 **ASI#37** - KLAKTRIS, PACCER, POD, GHOST SHIP (P)
PDG 146 **ASI#38** - ONE ON ONE, SKYFLYER 2, BALDY, TRANSPLANT,(P)

GAMES CONTINUED..

PDG 136 **ASI#28** - DOODY, DR MARIO, INVADER II, FLAG CATCHER, MAD BOMBER (P)
PDG 137 **ASI#29** - DOG, ROME, NOVA, BRIDGE BALL, ATTACKS, QUADRIX (P)
PDG 138 **ASI#30** - CHROME, TANK ATTACK, TOTAL FIRE, BOUNCE'N'BLAST (P)
PDG 139 **ASI#31** - ISHID-O-MATIC, CRAZY PIPES, ARAZMAX, REVOLUTION (P)
PDG 140 **ASI#32** - BLOB, FIRE FIGHTER, SEC ONE (P)
PDG 141 **ASI#33** - TOTAL WAR, HYPERBALL (P)
PDG 142 **ASI#34** - TRAIL BLAZER, Q-BIX, RUSH HR (P)
PDG 143 **ASI#35** - PONG,SNAKE PIT,JUMP &ROLL,CYBERNETIX (P)
PDG 147 **ASI#39** - NEW CARD GAMES (P)
PDG 148 **ASI#40** - PUZZLE COLLECTION (P)
PDG 149 **MINE SWEEPER** - SIMILAR TO WINDOWS VERSION (P)

DEMOS

PDD 1 **ANARCHY DEMO**
PDD 7 **ELVIRA DEMO**
PDD 16 **ROBOCOP DEMO** (P)
PDD 31 **ANRCHY "OOH! IT'S OBSCENE 3"**
PDD 72 **RED SECTOR DEMO #4**
PDD 76 **SCOOPEX MEGA DEMO** (P)
PDD 97 **PREDATORS MEGADEMO** (P) 2 DISKS
PDD 98 **SAFE SEX DEMO** (P)
PDD 107 **BUDBRAIN #1** - 2 DISKS (P)
PDD 130 **CHUBBY BROWN DEMO** (P)
PDD 153 **BILLY CONNOLLY DEMO** - 2 DISKS (P)
PDD 160 **HATRICK -"RAVE ON"**
PDD 177 **BUDBRAIN 2**
PDD 287 **PHENOMENA ENIGMA** (P)
PDD 288 **PHENOMENA TERMINATOR**
PDD 311 **ODDESSEY** - BY ALCATRAZ ... NEARLY AN HOUR OF BLISTERING VECTOR MOVIE WITH BRILLIANT SOUND (5 DISKS)
PDD 312 **HARDWIRED** BY CRIONICS/SILENTS (2DISKS)
PDD 313 **VOYAGE** - RAZOR 1911 (P)
PDD 314 **RED SECTOR "TIME ZONE"** (P)
PDD 315 **ENJOY THE SILENTS** (P)
PDD 316 **DIGITAL INNOVATION** - 26 MINS LONG ! (P)
PDD 317 **SYSTEM VIOLATION** - BY ANARCHY (P)
PDD 318 **JESUS ON E's** - SUPERB!!! (P) 2 DISKS
PDD 319 **ANARCHY "IN THE KITCHEN..."** (P)

ANIMATIONS

PDA 12 **STAR TREK - AGATRON #2** (P)
PDA 13 **STAR TREK - AGATRON #17**
PDA 5 **MOONWALKER**
PDA 54 **NASA GRAPHICS**
PDA 80 **WALKER II** - 2 DISKS, 2MB REQD (P)
PDA 82 **AGATRON "ENTERPRISE LEAVING DOCK"** (P)
PDA 123 **STEALTHY MANOEUVERS** -BY ERIC SCHWARTZ (P)
PDA 308 **ANTI LEMMIN' DEMO** - 2 DISKS 2MB (P)
PDA 134 **THE DATING GAME** - 2 DISKS 3MB (P)
PDA 135 **BUZZED** - RAY TRACED, 3 DISKS, 3MB (P)
PDA 136 **AT THE MOVIES II** - BRILLIANT! 4 DISKS, WORKS WITH 1MB BUT MORE MEMORY THE BETTER (P)
PDA 138 **AT THE BEACH** -SCHWARTZ 3MB, 2 DSK (P)
PDA 139 **UNSPORTING** - EXC. AEROTOON 2MB (P)
PDA 142 **GULF CONFLICT** - SUPERB! 2MB(P)
PDA 143 **SWEET REVENGE** - WILE. E COYOTE GETS THE DROP ON ROAD RUNNER....... 1.5MB REQD (P)
PDA 144 **HOW TO RUN / COYOTE 2** -SCHWARTZ (P)
PDA 145 **AMY WALKS/ AMY JOGS/ BIG SNEEZE** (P)
PDA 147 **CHARLEY THE CAT** -2MB, 2 DSK, V.GOOD (P)
PDA 148 **CHARLEY THE CAT II**- 2MB, 2 DISKS(P)
PDA 149 **LINUS** - BRILLIANT ANIM (P)

LATEST CLIP ART

NEW....NEW....NEW....NEW....NEW....NEW....NEW....NEW

PDU 453 **WEDDINGS** - 2 DISKS (P)
PDU 454 **HOUSES** - 2 DISKS (P)
PDU 455 **FANCY BORDERS** 2 DISKS (P)
PDU 456 **COLOURING BOOK** - IDEAL FOR KIDS! (P)
PDU 457 **MEN AT WORK** - 2 DISKS (P)
PDU 458 **WOMEN AT WORK** - 2 DISKS (P)
PDU 459 **SPORT** - 2 DISKS (P)
PDU 460 **ANIMALS** (P)
PDU 461 **CATS** (P)
PDU 463 **WORLD WAR II AIRCRAFT** (P)
PDU 464 **MYTHOLOGY** (P)
PDU 465 **CHURCH & PASTORAL** - 3 DISKS (P)
PDU 466 **AFRICAN WOODCUTS** (P)
PDU 467 **WOODCUT CATS** (P)
PDU 468 **WOODCUT DOGS** (P)
PDU 470 **ARCTIC WOODCUTS** (P)
PDU 471 **FARM WOODCUTS** (P)
PDU 472 **MIXED ANIMAL WOODCUTS** (P)
PDU 473 **BIRD WOODCUTS** (P)
PDU 475 **BANNER ART** (P)
PDU 476 **VEGETARIAN CLIPS** (P)
PDU 478 **BUSINESS** (P)
PDU 479 **SAILORS, FISHERMEN, SEA LIFE** (P)

ALL OF THE ABOVE ARE HUGE, HIGH QUALITY IMAGES. THE DISKS ARE AUTO BOOTING WITH SLIDESHOW VIEWERS. MULTIPLE SETS ARE AVAILABLE AS SINGLE DISKS.

MUSIC DISKS

PDM 9 **RIDE ON TIME/ BAT DANCE** (P)
PDM 19 **BAD - MICHAEL JACKSON** (P)
PDM 20 **BAT DANCE** (P)
PDM 27 **D-MOB MEGAMUSIC III**
PDM 225 **DIGITAL DISCO**
PDM 226 **PROTON MUSIC** (P)
PDM 227 **HARDCORE III** - YOU KNOW THE SCORE..SPACIOUS
PDM 228 **JESTERDAY** - BY SANITY (P)
PDM 212 **GARFIELD SINGS**
PDM 161 **NASP v3.2** - 2 DISKS, WELL REVIEWED (NOW WB2.0)
PDM 131 **PET SHOP BOYS #1** - HIT MUSIC (P)
PDM 132 **PET SHOP BOYS #2** - MAJIX REMIX (P)
PDM 38 **MIAMI VICE THEME** - 4 DISKS
PDM 40 **MFI VANGELIS DEMO** (P)

MUSIC MAKERS PACK

MED 3.20 MUSIC EDITOR, SOUNDTRACKER v2.6, STAR TREKKER, 3 SONGS DISKS, 4 INSTRUMENTS DISKS. THIS IS OUR BEST SELLING PACK (A500+/A600 compatible)

A MUST FOR HOME MUSICIANS !

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PDM 30 **DIGITAL CONCERT II**
PDM 31 **DIGITAL CONCERT III**
PDM 65 **DIGITAL CONCERT IV**
PDM 85 **MIAMI VICE "CROCKET'S THEME"** (P)
PDM 91 **100 MOST REMEMBERED C64 TUNES** (P)
PDM 95 **HI FI DEMO** (P)
PDM 106 **BETTY BOO** (P)
PDM 117 **FLASH GORDON** - 2 DISKS (P)
PDM 230 **TRIPPIN'** -BY THE BLACK JACKSON, SUPERB!

SUPER SOUND III

THIS IS THE LATEST VERSION OF THE BRILLIANT SAMPLING SOFTWARE BY K.B.E. IT WILL ADD REVERB AND LOADS OF OTHER REAL-TIME FX TO YOUR SAMPLES.
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PDM 120 **LAUREL & HARDY** - 2 DISKS (P)
PDM 185 **PARASITES KLF**
PDM 72 **POPEYE MEETS THE BEACHBOYS** (P)
PDM 82 **FREDDY KRUGGER**
PDM 83 **KEFRENS JUKE BOX**
PDM 104 **BASS X #5 POWER REMIX**
PDM 105 **BASS X #6 SIDNEY YOUNGBLOOD** (P)
PDM 229 **NASP IV** - 2 DISKS, LATEST VERSION (P)

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LATEST DISKS

PDU 446 **AMOS COMPILER UPDATE v1.34** (P)
PDU 447 **NUKE v1.5B** - SADDAM KILLER (WB 2.0 ONLY)
PDU 448 **SCALEABLE FONTS** - 5 DISK SET (P)
PDU 450 **SOUND TRACKER v 2.6** (P)
PDU 451 **NOISE PLAYER v 4.0** (P)
PDU 488 **MAZE MAPPER** - A MUST FOR ALL OF YOU ADVENTURERS (P)
PDU 481 **NUCLEAR FONTS** - CUT N PASTE FONTS, VERY GOOD QUALITY (P)
PDU 482 **GELIGNITE FONTS II** - MORE IFF FONTS, SUPERB (P)
PDU 483 **GELIGNITE FONTS III** - BRILLIANT AGAIN! (P)
PDU 484 **LAND BUILD v3.2** - LANDSCAPE GENERAION PROGRAM SHAREWARE, VERY GOOD! (P)

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THIS SUPERB DISK IS THE ANSWER TO COMPATIBILITY PROBLEMS FOR **A500+/A600/A1200** OWNERS. IT WILL MAKE MANY OF YOUR UNUSABLE DISKS WORK ON THESE MACHINES.AN ABSOLUTE MUST FOR ANY **WB2.0 OR 3.0 USER....RECOMMENDED !**
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PDD 322 **MAXIMUM VELOCITY DEMO**
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PDU 486 **TACK 1.2** - ANIMATION CONSTR. KIT (P)
PDU 487 **TEXT ENGINE 4.0** - LATEST VERSION OF THIS GREAT WORD PROCESSOR NOW WITH EXC. BRITISH SPELL CHECKER (P)
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PDG 152 **ASI#43** OCTOTHELLO, INTERLOCK, LEAPFROG, GAMEBOY TETRIS, ROULETTE & CROSS MAZE (P)
PDG 153 **ASI#44** GALAXY '89, ROLL ON, NIBBLER, MOUSE IMPOSSIBLE (P)
PDG 154 **ASI#45** KASTLE KUMQUAT, D-TRIS, THE BRAIN 2.2, B-CASTLE, PARCHEESE, TESERAE (P)
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PDG 156 **FIGHTING WARRIORS** GREAT AMOS BEAT-EM-UP..RECOMMENDED (P)

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PDU 495 **TRAVEL** 2 DISKS (P)
PDU 496 **GOLF HUMOUR** (2 DISKS) (P)
PDU 497 **SPACE** (P)
PDU 498 **US NAVY** (P)
PDU 499 **FAMILY SCENES** (P)
PDU 501 **SPORTING / BASEBALL** (P)
PDU 502 **SOFT SCENE - LANDSCAPES** (P)

PDD 323 **HALBRAINS SUNSTONE DEMO** (2 DSK)(P)
PDD 324 **ANARCHY 3D DEMO II** (P)
PDD 325 **JOYRIDE** BY PHENOMENA (P)
PDD 326 **STATE OF THE ART SPACEBALLS** (P)
PDU 500 **TRIONI CAD v1.0** -BRILLIANT DESIGN PROGRAM, WELL REVIEWED (P)
PDG 157 **CRAZY SUE II** (P)
PDU 503 **TV & VIDEO GRAPHICS** - 8 DISKS, A SUPERB SET FOR THE VIDEO TITLING ENTHUSIAST (P)
PDU 506 **HARLEQUIN VIDEO FONTS #1** (P)
PDU 507 **HARLEQUIN VIDEO FONTS #2** (P)
PDU 508 **HARLEQUIN VIDEO CLIPART** (P)

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PDA 151 **WIERD SCIENCE** AGA SLIDESHOW #2
PDA 152 **WIERD SCIENCE** AGA SLIDESHOW #3
PDA 157 **WIERD SCIENCE** AGA SLIDESHOW #4
PDA 153 **SUPER HAM SLIDESHOW #2** -AGA SLIDESHOW....VERY GOOD
PDA 154 **SUPER HAM SLIDESHOW #4** - AGA
PDA 155 **SUPER HAM SLIDESHOW #5** - AGA
PDA 156 **SUPER HAM SLIDESHOW #6** - AGA
PDD 327 **HOIS AGA DEMO** - THE VERY FIRST AGA ONLY DEMO..GREAT FX & MUSIC

PDU 504 **GOLF SCORE v1.84** (P)
PDU 505 **PICTURE CONVERTOR v1a** -ANOTHER PC TO AMIGA IFF FORMAT CONVERTOR (P)
PDU 509 **SLIDESHOW GENERATOR v3.2** (P)
PDU 510 **ICON EDIT v 1.0** (P)
PDU 511 **ASSASSINS PRINTER UTILS** (P) - LABEL PRINT, LABEL BASE, HYPERCAT, SUPER RET LAB
PDU 512 **ADDRESS PRINT v3.0** - ADDRESS LABEL UTILITY (P)
PDU 513 **ASSASSINS AUDIO MAGIC vol 3.0** - LOADS OF PLAYERS, TRACKERS & MUSIC RIPPERS WITH FULL DOCS (P)
PDG 158 **TEXAS CHAINSAW MASSACRE** - A BRILLIANT GAME (POSSIBLY CREATED WITH THE CHOP-EM-UP-CONSTRUCTION KIT) NOT FOR KIDS(P)
PDG 159 **CLASH OF THE EMPIRES** -NAPOLEONIC WAR SIMULATOR (P)
PDG 160 **MASHIE NIBLICK** - SIMPLE GOLF GAME FOR THE AMIGA (P)

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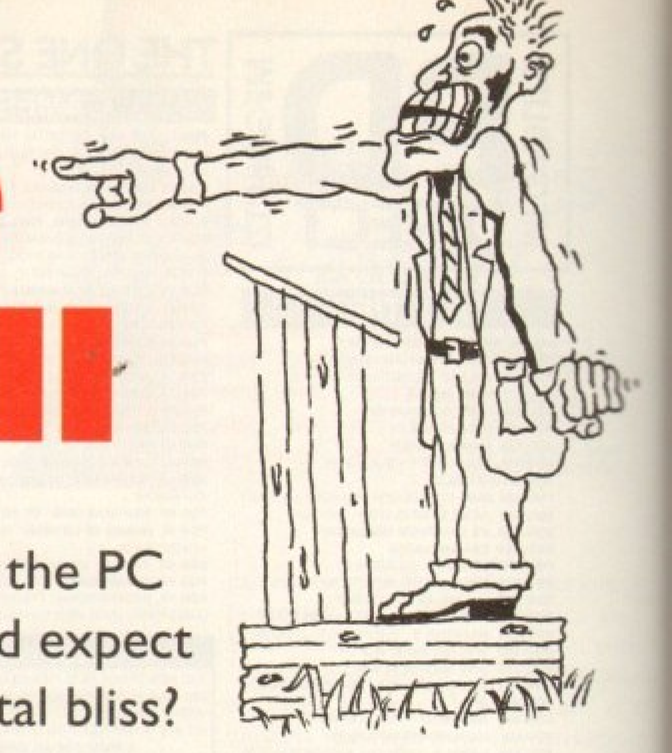
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A marriage made in hell



Can Commodore unite the PC and Amiga in one box and expect them to co-exist in marital bliss?

As this is the August issue of *Amiga Computing*, you should be reading it some time in the middle of July, by which time the news of Commodore's latest plans for the Amiga should be at least as hot as the weather. So will you like what they have in store for us?

Leaked exclusively to this magazine, Commodore's stated plans involve what looks to be the AAA chip set allied to a RISC chip with, presumably, 68000 compatibility to provide a machine which is both a super-fast, super-graphics Amiga and a "Pentium" 586 PC into the bargain.

The fact that Windows NT does not depend on existing PC hardware and can be used across a variety of machines means that it should theoretically be possible to write software entirely for an operating system rather than a computer.

For the industry as a whole, this could mean increased flexibility, new sales opportunities, and a welcome move towards standardisation.

PC ASCENDANCY

On the other hand, it could see the death of the Amiga and other platforms as distinct operating environments, and the ascendancy of the PC. An Amiga with a PC built-in might quickly be looked upon as a PC with an Amiga built-in.

Can this affect the ordinary user? Probably not. The A5000, as it is currently being called, is unlikely to be anything other than a very high end machine, and if as thought it is based on RISC architecture, the new Workbench will be radically different to its predecessors in any case.

The most interesting aspect of this development is that it might drag the inexpensive Amiga into a more corporate sphere, taking with it its knack for video, multimedia, and presentations. We have already seen a willingness on the part of the PC world to use the Amiga where its talents are best employed.

When IBM launched its multimedia extensions for OS/2 (IBM's own Windows lookalike), they used an Amiga running Scala MM210 to control a video wall and various audio-visual sources. This sort of multimedia extravaganza, now an established fact on the Amiga, is quite new to the PC world, though they are catching up fast.

There is no reason to believe that Commodore can't recover from their recent losses so long as the much-vaunted recovery really kicks off, so with their established experience in the PC market and, of course, the Amiga, they should be in the ideal position to make the most of the two machines. Theoretically, the marriage might work, but there are serious practical difficulties.

Companies which work in the massive PC market and develop products, especially software, depend on a wide base of compatible hardware.

Microsoft, for example, know that if Word For Windows 2 runs on the 4Mb 386 in one office, it should work on just about every one of the millions of other such machines in existence.

However, give Microsoft a weird hybrid based on RISC architecture starting from an initially very low market base and they might decide that their development resources can be better applied elsewhere.

In this situation, the portability of the operating system, be it Windows NT, Workbench 4.0, or a combination of both, will be crucial.

Manufacturers around the world are developing ways of making the computer below the operating system more transparent to the software, Workbench 4.0's retargetable graphics being a good example, so the portability should eventually arrive. The downside is that even if this marriage goes ahead, it will not be an equal partnership.

In his comments to this magazine, David Pleasance made it fairly clear that he was aiming to give the Amiga a free ride on the back of Windows NT into the PC business market, and if this is the way the A5000 works out, it will cease to be an Amiga. Put another way, why should it matter to the corporate user which machine is running his copy of Quattro Pro so long as the interface, operating system, and software itself is identical to all the other machines?

Only if the Amiga's multitasking capabilities can be harnessed by the software will any difference be noticed, but for this a separate version of Windows NT will be needed.

Our problem is that at the moment, all thoughts on the future of the Amiga are purely speculative. Commodore's plans are still only on record as unguarded comments by various officials and no long term strategy has been revealed.

We know that exciting new technology is only a year or so away, with the 68060, possible RISC developments, and fast 24-bit graphics, but many in the market are unwilling to wait for another year.

If Commodore think that third-party manufacturers and the huge base of expectant end users can be fobbed off with vague promises of what may or may not end up on the production line, they have a rude awakening in store.

It is a good sign that many top company men seem much more open about plans than used to be the case, but we will need much more concrete assurances.

Any information Commodore release about their marketing plans and where they intend to take the Amiga instantly stimulates debate from individuals, user groups, and developers alike, generating feedback from those who will be expected to buy new products. Surely it makes commercial sense to encourage this feedback and listen to it?

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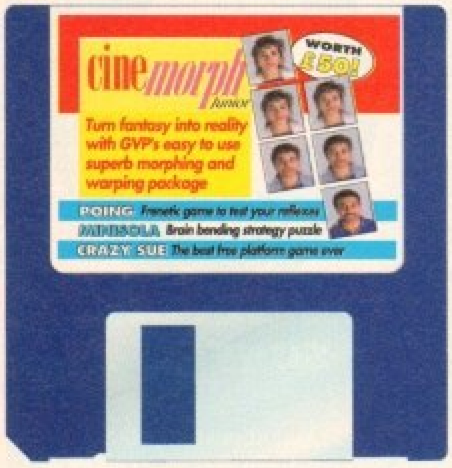
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the DISK

Fantasy becomes reality

If Hollywood can do it, so can you! With our fabulous freebie, CineMorph jr, Terminator 2 is only a short morph from home

OK, so you've got the disk and now you want to create those fabulous morphs you've seen in Terminator 2. What do you do now? Well, starting up the program's a good idea. Here's how to go about it.

Start your Amiga and put the disk into your floppy drive. Double click on the CoverDisk icon, then take a look at the window which opens on your Workbench screen.

There should be a single CineMorph jr icon labelled MakeCineMorphjr which, when double-clicked upon, starts a de-archiving process designed to produce an auto-booting disk containing CineMorph jr and a couple of sample images. Anyone in doubt as to what is happening during the de-archiving process should take a quick look at our Getting Started page overleaf.

Once the CineMorph jr disk has been created, restart your Amiga and boot from the new disk. Double-click on the CineMorph jr icon and after a brief spell of disk whirring the main screen will appear.

Two large blank windows dominate most of the screen, and it is into these that we will load our images for a quick warping tutorial. First of all, we must decide what sort of project we want to work on and, as memory is tight, which is the most economic. Move to the Settings menu and select the Mode item.

Three selections should be on offer: Single Image, Dual Image, and Sequence. We will choose Single Image, as this is very efficient on system resources, so highlight the item and release the mouse button. Next, go to the Cell menu and select Load Image. A file requester will appear showing the contents of the disk, so click on the samples drawer in which you will find two small compressed Jpeg files. Click on the filed called TinyGal.jpg then on OK.

After decompressing, the face of a young woman superimposed by a grid will appear in both of the windows. This grid is where all the action takes place as it is by moving the points on the grid that warping is achieved, and where we'll now carry out a quick test of the technique.

Start by clicking on one of the points around the woman's nose in the right hand (destination) window. The point will turn yellow and can be dragged to a new position if you hold down the right mouse button. Let's make her nose a bit larger, so pull out the points on either side of the nose until they are half way towards the next point in the grid.

For a quick look at how this affects the shape of the face, go to the Morph menu and choose Preview Single. A window will appear in the bottom left corner of the screen and a requester will pop up with a generate button and a slider which controls which frame of the animation we will preview.

As we wish to see the final result, you should drag the slider all the way to the right (it should go to frame 25) and click on generate. CineMorph jr will now interpret the new grid positions and warp the source image to fit, a process which will take a while on standard A500 Plus or A600 machines, but which will be quite a bit faster on the A1200.

Once generation is complete we should have a much more puggish-looking young lady on screen. This is a very unflattering warp, however, so we'll try something a little less ugly.

Make sure that the destination window is active by clicking on it, then go to the Point menu and choose Reset Points to restore the original square grid. Now we'll try a bit of multiple selection, a vital tool when manipulating lots of points.

Hold down the left mouse button and the Shift key at the same time, then drag a box around the four points lying in a vertical line over the region of the woman's left ear. The points will all turn yellow to indicate that they have been selected, and if the shift button is still held down you should be abe to move them as one.

To slim down our subject, move the four points slightly towards the middle of the screen, then repeat the operation for the points on the other side of the face. Now try a quick sneak preview by clicking on the generation button, at which point you should notice how subtle CineMorph jr can be when making slight

Crazy Sue Goes On...

Authors: Hironymous Jumpshoe, MC Madbrush, DJ Braincrack

This has to be one of the best PD platform games ever, if not the best. It is more playable than the original Crazy Sue in which Sue defeated the evil Wizard of Doom.

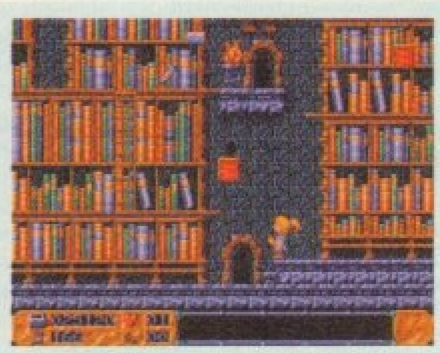
Now his wife, the Mistress of Death, has bewitched the land of Ereanor and its inhabitants. Strange things are going on but that's not all, as the wicked woman has also done the most terrible deed to our heroine by stealing her teddy bear. Thus, the scenario is set and your task is to help Susi in her fight against the Mistress of Death.

As the game begins, a message appears instructing you to visit all the doors. There are at least three huge levels, (we couldn't get past the third one), and we found that it is not necessary to collect all of the objects or visit all the doors in order to complete each of these.

Most of the doors are locked and require a key or magic spell to open them. Assuming that you have access to one of these, pulling down on the joystick will allow entry to new rooms.

Spells give Susi bonuses like extra time, lives and the ability to jump extra high. Once a scroll has been collected it must be taken to the high altar where the spell may be cast by moving the joystick down.

During long sessions, press P to toggle the pause, but before taking a break, be sure to test that the game has stopped otherwise



the clock will keep ticking which will result in the lose of a life.

There are plenty of nasties including giant spiders, snakes, armour-clad knights and escaped jack-in-the-boxes. Even tame objects such as books are decidedly deadly! Like all good games, this one is highly addictive and sufficiently large to keep everyone occupied for months.

Memory muncher

Please note that CineMorph Junior will only run on Amigas with Workbench 2 or higher. It is memory intensive so some facilities will not work unless you have sufficient RAM. We recommend two megabytes and a hard drive, although it is possible to morph on standard 1 meg Amigas as well as AGA machines.

We do not test the CoverDisks for Workbench 1.2 compatibility as there are only a few readers who are so mean that they haven't bought a ROM sharer or a more recent machine. WB1.2 Amigas are no longer supported by the majority of programmers so you know what to do if you own one of these machines...

changes to an image.

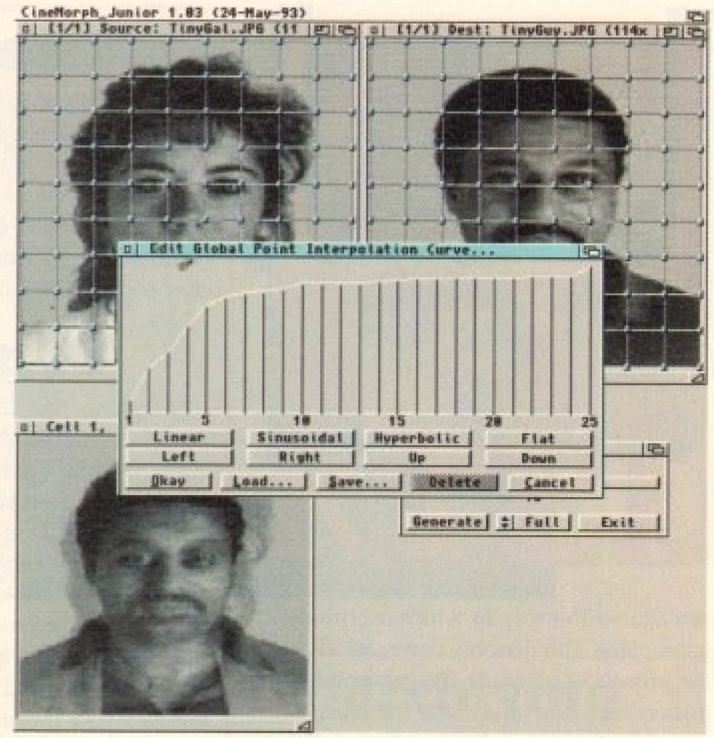
Now to finish off the effect by stretching the woman's chin a little. Select the two points immediately below the bottom of the chin and pull them slightly down and inwards to sharpen things off. Don't go overboard with this one, as excessive movement can lead to grotesque deformities.

A quick stab at the generate button should confirm that our subject is beginning to look decidedly different. Now to create the movie!

Hold down the right mouse button again and check out the morph menu. It has five items other than the preview single options we have already used, including two options each for rendering and generating images.

The difference between these two is simply that a generated image will be saved as a 24-bit file, whereas a rendered image will be saved out in the format selected by the user through the Render menu. Leave these settings at the default for now (HAM lo-res) and select the Render Animation option.

A file requester will appear to enable you to choose where the animation is stored and what it will be called. Feel free to save direct to the CineMorph jr disk, as



It is easy to change the speed at which changes takes take place

the resulting 25 frame animation should be less than 50k in size and should load into DPaint IV for later viewing. If you have an old version of DPaint which doesn't support HAM images, try the EHB (Extra Half-Brite, or 64-colour) option from the Render menu before generating the animation.

Before rendering, notice that CineMorph jr asks you which should be the first and last images in the sequence. This is to avoid the time consuming mistake of generating any unecessary frames in a long sequence when a short section is required for preview.

Of course, you needn't stop with this simple warp. Those with access to a hand scanner or video digitiser can upset all their friends and relations with a few choice morphs and warps, or can opt to carry out more complex jobs if memory permits.

Experiment with larger images, by all means, especially if you have 2Mb or more of RAM. A1200 owners should be particularly well suited to the morphing task, having both the extra memory and the additional firepower of a 68020 processor.

To test the package's other talents, try morphing from the TinyGal image to the TinyGuy image. This will not work on machines with only 1Mb RAM, but for 2Mb owners it is simply a matter of choosing Dual Image from the Settings ... Mode menu item, then loading an image into each cell.

You can simply generate the animation as it stands or experiment with tweaking it through moving points on the grid, a particularly useful technique to force the woman's hair to morph down to the man's much tighter outline.

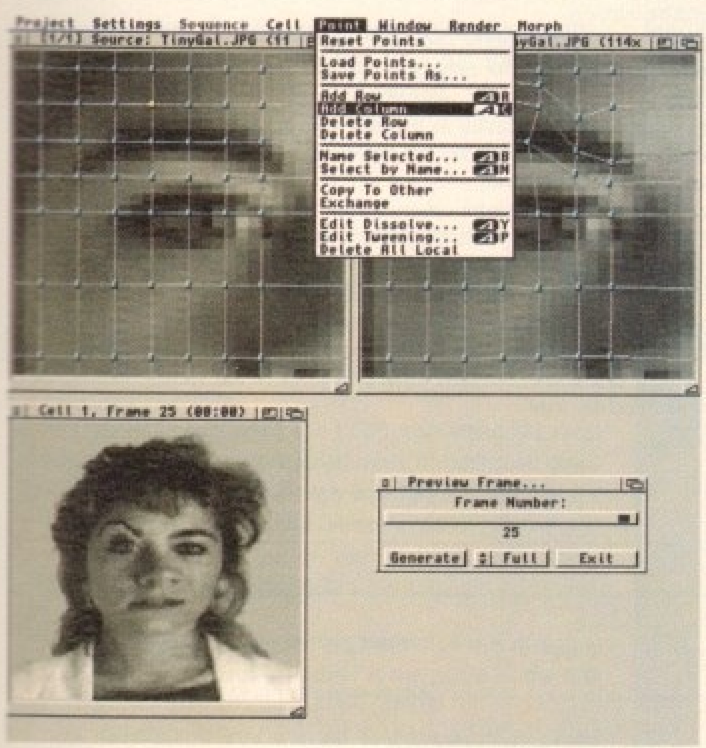
If at any time it is felt that there are too few points to the grid and that more precise control is needed, say to make a face twitch its eyebrow, there are a couple of tricks we can pull to improve close control. Holding down the right mouse button, take a long look at the Point requester, where most of the editing action takes place.

There are two important options in the middle of this menu, Add Row and Add Column. By highlighting a poit and choosing either of these options, it is possible to insert a new row or column of points to effectively double the number of editing points available in the area where detail is required.

Try a quick test on your own by adding these extra points around the area of an eyebrow – this has been a common trick in TV dog food adverts recently. With a little practice the user can make a small section of a face move, a technique which is often far more effective than huge changes.

When such close work is required, choosing Zoom In from the Window menu and scrolling around with the cursor keys helps immensely. Hairlines are good places to play "tricks" with, because the motion and changes of hairstyles can be dramatic, yet it doesn't take as much effort to make them morph in an interesting fashion.

Once the points are set in the mesh, you



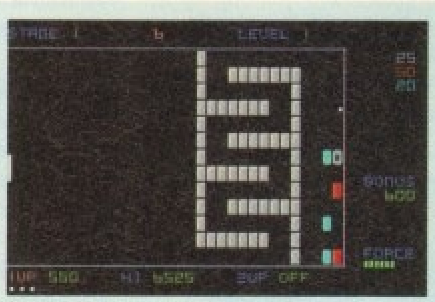
Close control using Zoom and a few extra points

Poing

Author: Paul Van Der Valk

Breakout has been around in one form or another for absolutely yonks for the simple reason that it's an absolute classic. Arcanioders should find this PD version extremely enjoyable particularly as it can be tailored to suit a variety of skill levels. The pattern of bricks is randomly picked for each stage and some have hidden features including multi-balls, bursts of autoplay and promotion to the next level.

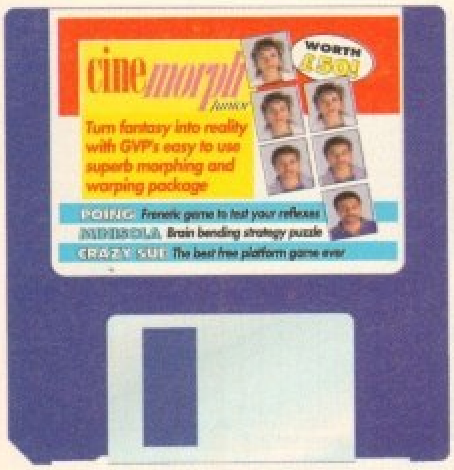
Traditionally, the object is to destroy all of the bricks before moving on to the next screen. In this version, bouncing the ball off the back wall eventually causes it to crumble. The ball is then free to travel into the next stage. If you fail to move the bat to the ball quickly enough, rather than losing a life, the ball returns to the previous stage. However, the screen will become mono and the gameplay speeded up making it extremely difficult to catch the ball. Ultimately, if the first level is re-encountered and the player fails to hit the ball a life is lost.



Nearly free...

The game can be played by one or two players who may be either human or the Amiga itself. It is even possible to select two computer players who battle it out while allowing you the chance to pick up some tips. There are five skill levels adjustable for each player so there is no reason for games against family and friends to become one-sided.

In order to take a break during a long game, press the spacebar. When suitably refreshed, press it again and the game will continue.



➤ can choose the way in which morphing takes place. The dissolve curve, which is the process of blending the colour information from one image into the other, is controlled for each individual frame. The tweening curve controls how fast the motion of the points in the mesh is over all of the frames. With these curves you can have steady, even, transitions with a linear curve, or a more surprising morph using sinusoidal, that starts slow then morphs very fast.

Find the Edit Tweening option on the Cell menu and draw a curve with the left mouse buutton which starts steeply at first then flattens off towards the end. If the animation is rendered again, it should be obvious that changes take place rapidly in the first few frames then more slowly as the animation progresses. With a little tampering, the tweening curve can be a very useful tool.

There's more too...

While you can morph and warp to your heart's content, we've kept a few things out for those who've purchased CineMorph from their local dealer. The menu known as Sequence isn't available in this version of CineMorph and it's absolutely crucial to morphing moving images. Purchasers also get quite a nice manual with the purchased version and they can get upgrades of CineMorph from GVP as well. Owners of ImageFX, GVP's image processor/24-bit paint software, will also will find that their copy of CineMorph has all these features and a few extra special additions of it's own.

What is a morph?

Morphing, also known as polymorphing and metamorphing, is a technique pioneered by Tom Brigham of the New York Institute of Technology and demonstrated at the 1982 SIGGRAPH film show. It took until 1987 for Doug Smyth, a programmer/animator working for Industrial Light and Magic, to reinvent and improve on the original work for use in Ron Howard's film *Willow*.

This software evolved and improved through the years and was used in other films such as *Indiana Jones and the Last Crusade* and *Terminator 2*. This exact same Hollywood special effects technique is used in CineMorph jr, the standalone morphing software from GVP and Nova Design, which you now have in your hands. You can turn raw software power, and your imagination and skill, into eye-popping morphs and warps to amaze your friends with!

Archive problems

Some readers have been having trouble de-archiving the Infofile program on the June CoverDisk. Please ensure that your copy of the CoverDisk is write-enabled by moving the protect tab so that no hole is present. Once this has been done reboot the CoverDisk and follow the on screen messages, taking care to insert the right disk at the right time.

Amiga Computing operate a CoverDisk hotline on 0625 859766 to help anyone experiencing problems. It is only available on Thursdays between 2-5pm so please do not try to call us at any other time as you won't get an answer.

Next Month

Next issue will bring advanced hints and tips for morphing fans. You'll learn about amazingly easy ways to create morphs and warps and more.

Single image warps are very memory-conscious



Think you can do better?

Want to be famous? We are always on the look-out for quality Amiga programs for the CoverDisk. If you think you have written something good enough for others to share and enjoy, please send it in and we'll have a look.

The *Amiga Computing* CoverDisk is used by thousands of Amiga owners every month in places all over the world from New Zealand to the USA, so if your submission finds its way onto the disk, you could be famous.

Please make sure that you list ALL library and other files necessary for the program to work. Feel free to design your own icons for programs that run from Workbench, but please don't make them too big.

If you ensure your program is as compatible as possible with a wide variety of Amigas, it will also stand a better chance of publication. We are especially interested in small programs whether they be games, utilities or whatever.

We are prepared to pay our current rates for original work which has not been distributed in any other way and which has not been put in the public domain.

If you wish your program to be released as shareware or freeware we will be happy to publish it, but would, of course, be happier if we had been given it first!

Your submission MUST be accompanied by the submissions form, a copy of it, or a signed declaration to the same effect. Please supply your full name, address and phone number.

Unfortunately we cannot undertake to return disks sent to us as the volume of submissions makes this an impractical exercise.

Name .... Age ....

Address ....

....

Daytime phone .... Evening phone..

Submission name .... Submission size ....

Type of program: ☐ Game ☐ Utility ☐ Other..................................

You must sign this declaration:

The material on this disk is mine. I didn't steal it from someone else. It hasn't been published before and I haven't submitted it elsewhere because I want *Amiga Computing* to publish it. I understand that by submitting my work to *Amiga Computing*, and signing the declaration, I am giving full copyright control to Europress Publications Ltd.

I understand that if my submission is bought by *Amiga Computing* I will be paid the current applicable rate. I know what copyright means and I will be responsible for any possible litigation arising by breach of it by Europress Publications Ltd as a result of using my submission.

Signed ....

Date ....

Post your submissions WITH A COPY OF THIS FORM to:
Colin Yarnall, Amiga Computing, CoverDisk Submissions,
Europa House, Adlington Park, Macclesfield SK10 4NP.

MinIsola

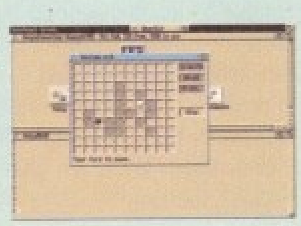
Author: Philippe Banwarth

Minisola is a strategy game played against a competent computer opponent. It is played on a grid and at each turn players move their counter to an adjacent position, then destroy a square. To win, your opponent must be forced into a situation where a move cannot be made.

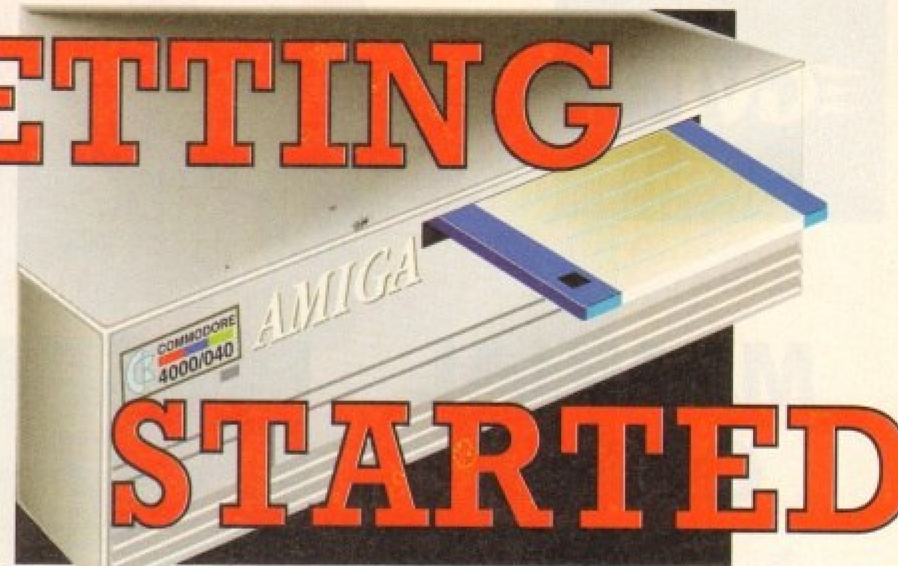
By default, the game is battled out on an eight by six board but these dimensions may be altered, using the prefs option, to any configuration from four by five up to ten by ten.

Winning any strategy game is made easier by knowing whether the first player to move has an advantage, equal odds or a disadvantage. The game is made fair by alternating the first player to move but this can be changed using the program's built in preferences. Of course, you do need to figure out whether to go first or second in order to cheat, as we're not going spoil things by telling you.

A big game!



GETTING STARTED



The *Amiga Computing* CoverDisk is designed to be as simple to use as possible. Follow these instructions and you'll be up and running in no time!

New readers may have difficulties using our CoverDisk, so we have included this page to help you out.

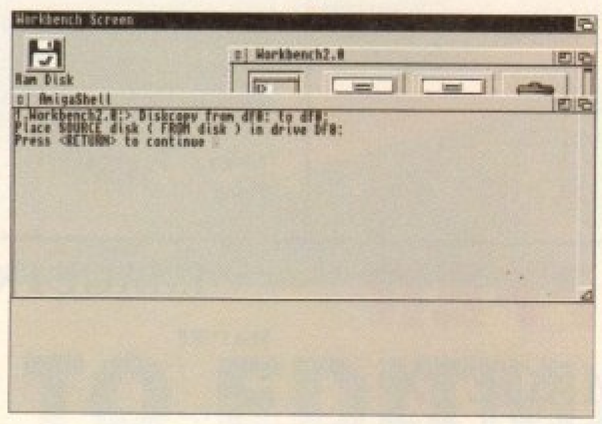
Below we explain how to copy files from one disk to another, how to copy the entire CoverDisk and how to de-archive programs. none of the first things you must do when get your CoverDisk is make a backup copy, then put the original CoverDisk away for safe keeping. As a rule you should also do this with the majority of your software collection.

How to make a backup

To copy the entire CoverDisk, load up your Workbench disk, then either click once on the CoverDisk icon and select Duplicate, or select Copy from the Workbench menu, or open CLI/Shell and type:

```
DISKCOPY FROM DF0: TO DF0:
```

When prompted, put your CoverDisk (the source disk) in df0: and be ready to replace it with your blank disk (the destination disk). Follow the Amiga's on-screen prompts until the disk copy is completed. Now put the original away in a safe place and use your backup.



Copying individual files

You might at some point want to copy a single program from a CoverDisk to your compilation, Workbench disk or even your hard drive.

To do this you'll need the COPY command. As most CoverDisk programs are stashed away in their own directories, the quickest way to copy a program is to copy the whole directory at once. Use the command:

```
COPY {directory} TO {newdisk} ALL
```

where {directory} is the full pathname of the directory you wish to copy, and {newdisk} is the name of the disk and directory into which it will be copied.

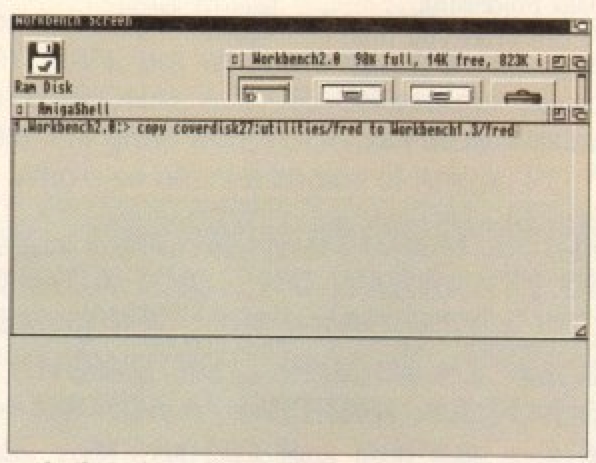
For example, if you wanted to copy a utility called FRED from CoverDisk 27's Utilities drawer to a directory called FRED on your Workbench disk, you'd type:

```
COPY COVERDISK27:UTILITIES/FRED TO WORKBENCH1.3/FRED ALL
```

Alternatively, you can click once on the FRED directory icon and drag it across to the new disk's window. This has the advantage of creating a new directory for you and copying the icon as well.

Once you have moved a particular program to where you require it you could experience some problems running the program. This is sometimes caused by the program not being able to find files which it needs to run.

A good example is the text files on the CoverDisk. These have been crunched using PowerPacker, so when you try to copy them to another disk and then try to read them you can't unless you have also copied the Powerpacker library into your LIBS drawer.



So if you have copied a program from the CoverDisk to your Work disk or hard drive make sure you also copy any other files the program requires, ie fonts, libraries, device drivers and Ccommands.

De-archiving

Occasionally we have so many programs to fit onto the CoverDisk that we have to archive them. Archiving is where we take the entire contents of a disk and compress them into one file which is much smaller, giving us space to fit more programs onto the disk.

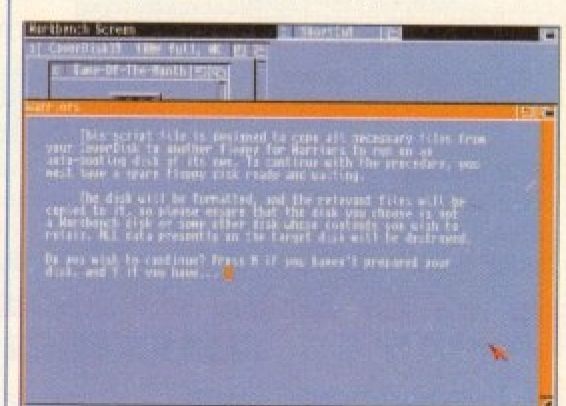
Dearchiving programs which are on the CoverDisk is a very simple task. If a program has been archived then you will need a blank disk to dearchive it onto.

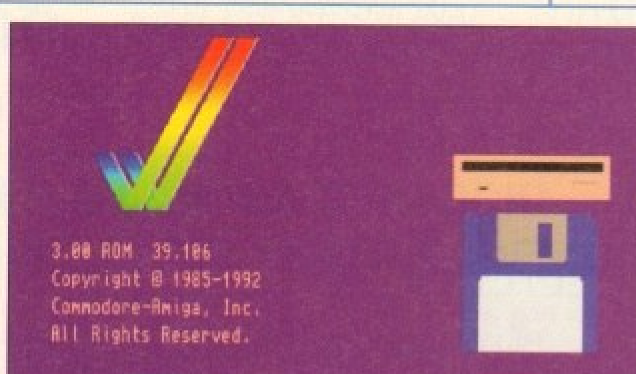
Say we have archived a program called FRED. You simply double click on FRED's icon, and will be asked if you have a blank disk ready to dearchive to. Type "y" or "n" accordingly.

Your computer will then copy the archived file into its memory and ask you to insert your blank disk. It will proceed to format the disk, and will then de-crunch the archived file onto your blank disk.

Once this has been done you can simply reboot your machine with the disk which contains the dearchived program on it and then use the program as instructed in the CoverDisk pages.

Note that if you have a Workbench 2 or upward machine you must boot with the CoverDisk write-enabled to perform the dearchiving process.





Workbench 3

If you have a Workbench 3 machine, don't worry – most if not all of the programs on the CoverDisk will work on your machines.

If the program is specifically designed to work with Workbench 3 then you may have to copy the program to your hard drive or Workbench disk using the process described earlier on this page.

AMIGA COMPUTING

MANUAL OFFER



FULL VERSION UPGRADE

CINEMORPH MANUAL UPGRADE

You've got the program and you've read the tutorial, all you need now to make the most of the CoverDisk product is the manual containing over 50 pages of tutorials, tips and instructions. Now you can really start using CineMorph to the full.

Order code: ASC4420
Price: £14.95

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* Price based on Cover Disk upgrade offer.

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Please note that Image FX requires a minimum of 3Mb of RAM.

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- ❑ ImageFX upgrade at £149.95

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Card number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date ___/___

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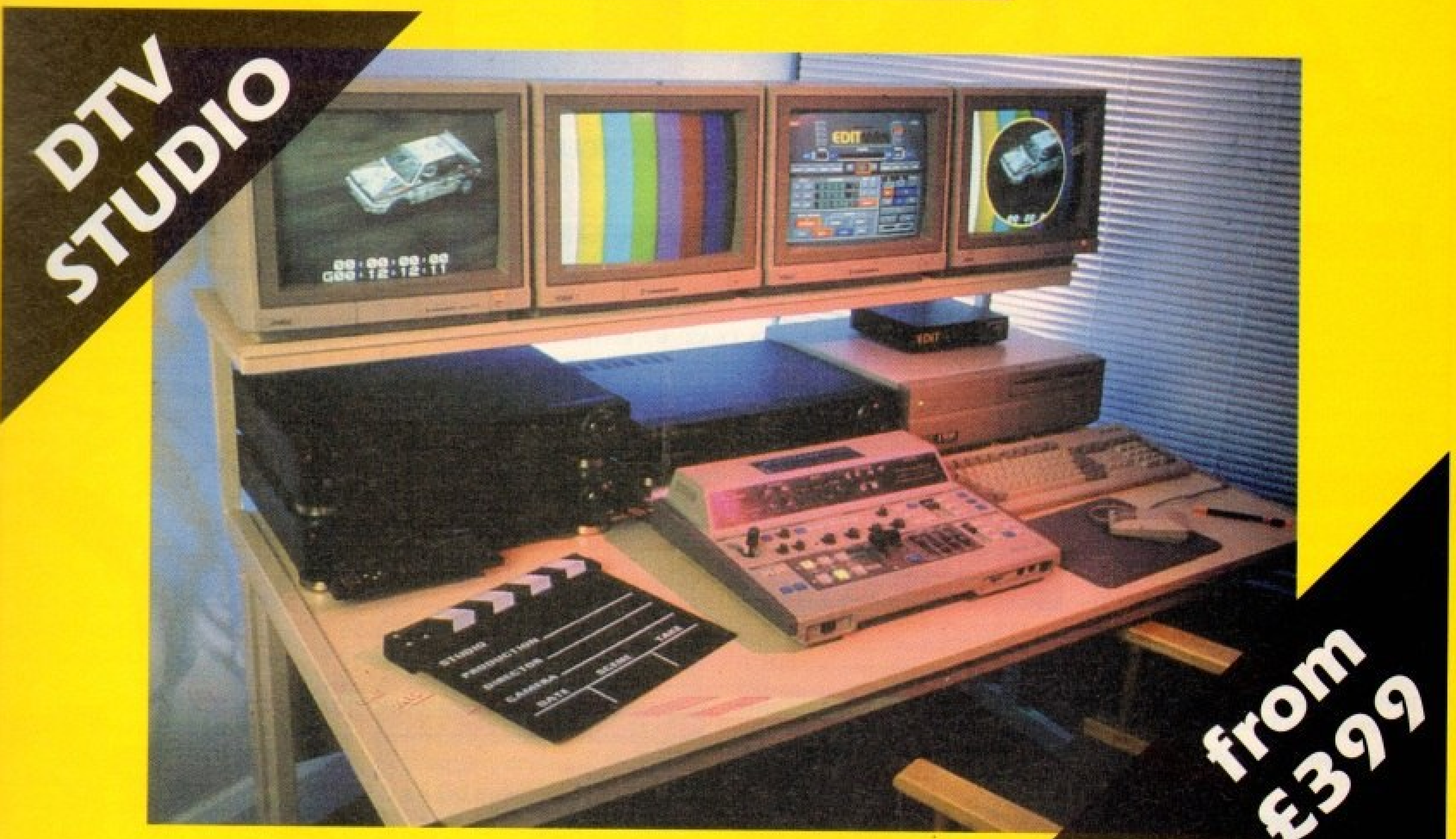
Postcode: ______________ Phone number: ______________

Allow 28 days for delivery
Doc Ref:1345

☐ Tick this box if you do not wish to recive promotional material from other companies

These offers are available from all good GVP dealers. Alternatively, you can fill in the order form and send it to: Silica Systems, CineMorph Offer, 1-4 The Mews, Hatherley Road, Sidcup, DA14 4DX.

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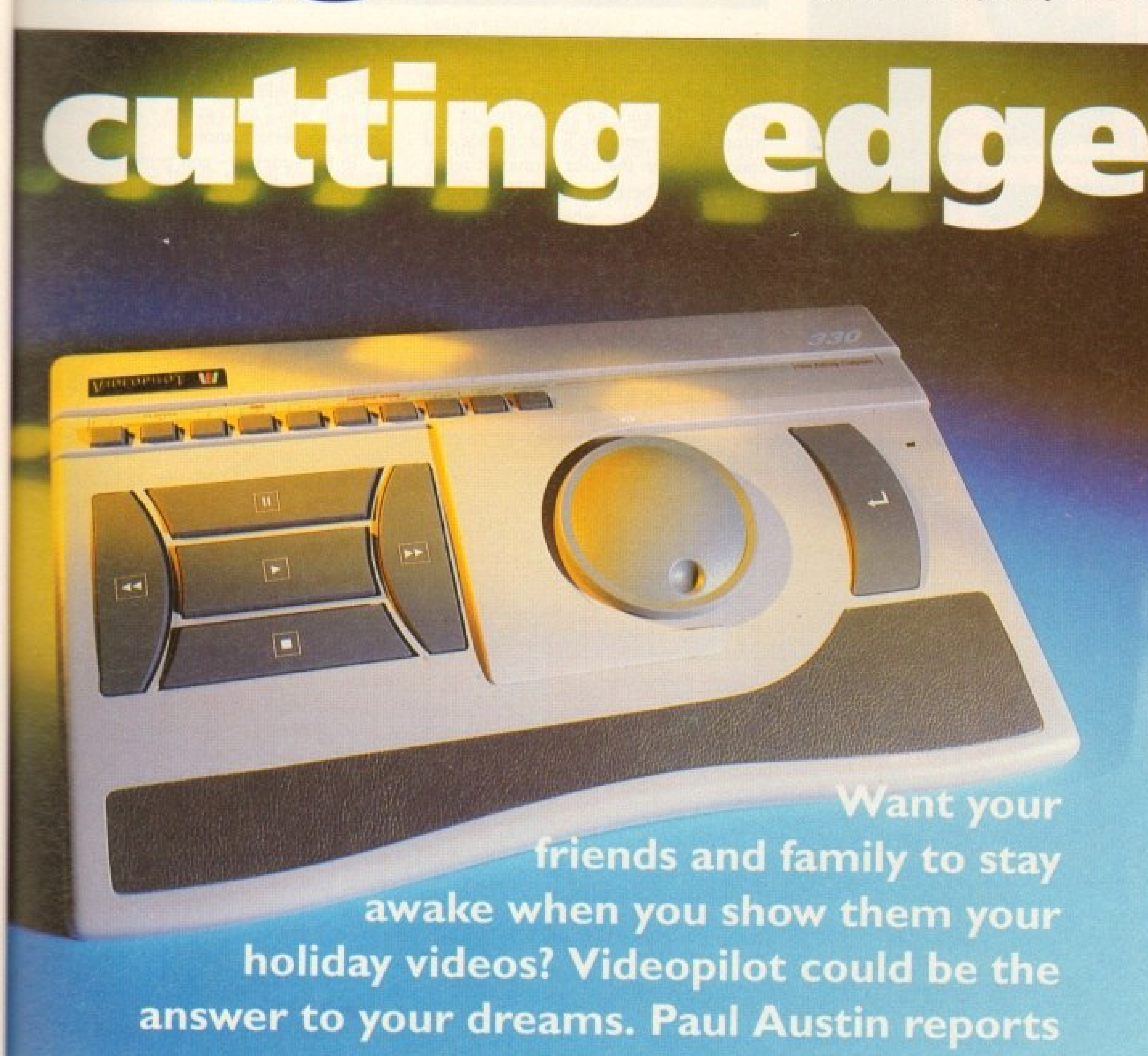
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The cutting edge

Want your friends and family to stay awake when you show them your holiday videos? Videopilot could be the answer to your dreams. Paul Austin reports



Unless you've spent the last few years marooned on a remote tropical isle you can't fail to have missed the camcorder explosion that's give almost anyone the potential to become the next Polanski.

Unfortunately the good intentions of any would-be movie mogul are all to often destroyed by the end results featuring hours of unadulterated twoddle such as feet (both walking and static), the lens cap (in extreme close-up) and let's not forget little Johnnie doing nothing whatsoever for four solid hours – every moment captured for posterity, of course.

Worse than the expense in wasted tape is the torture that friends, relations and sometimes clients are put through as the endless dribble goes on, and on and on...

The answer is, of course, editing, that little thing that's all too often forgotten when compiling the next sadistic montage for a forthcoming family get-together.

In short, without good editing your family suffers, your friends suffer and perhaps most important of all – for those involving in commercial videography – your business will certainly suffer.

As any professional will tell you, good editing can make fairly poor material look great whilst the reverse will always make the best footage look absolutely diabolical.

You only need to watch the average 30 second commercial to see the impact that good editing can have on a production, and like it or not, for that degree of professionalism a dedicated editing system is essential.

BLACK BOX

As you can see from the photography, Videopilot is a fairly impressive piece of equipment that's come a long way from its first incarnation as a plain black box.

Those who remember its predecessor may recall that in the old days everything was controlled via the Amiga.

Now however that's all changed and not just to improve the aesthetics. After quizzing the user base, the creators of Videopilot discovered that control via the keyboard wasn't always the best way to exploit the system.

By design most video suites are fairly gloomy and as a result fumbling around for function keys wasn't ideal. As a result the new redesigned mimics the approach employed by pro edit systems offering the ease of use and friendly ergonomic design offered by its infinitely more expensive broadcast counterparts.



The Videopilot test screen with on-line help if problems appear

During the transformation, the bland black box underwent a complete overhaul, which as you can see now boasts large, well defined keys for all major functions plus a new jog shuttle feature for frame by frame advancement.

In addition an assortment of ten mode selectors run along the top of the unit which again work to consolidate and simplify control of the system. Aside from the somewhat awkward keyboard control of its predecessor, constant shuffling from the keyboard to Videopilot was also highlighted as a problem.

As a result the aforementioned buttons provide a means of controlling almost every aspect of the editing process without any need for intervention via the keyboard.

From the buttons you can automatically switch between any one of the three player units or the target recorder. In addition you can initialise assembly, preview edits before committing them, insert edit, audio dub, reset the counter and even link to external mixing desks equipped with an ICC Bus.

TERRIFYING

Moving to the rear of the unit, ease of use seems to have been forgotten thanks to a terrifying array of connections spanning the entire length of the unit.

However looks can be deceptive and in fact the various elements are split into individual sections for each player the target recorder and monitor.

As for the players, each of the three allow connection of a Scart for composite in/out, twin Y/C in and outs, a composite monitor out, an LTC – or Linear Time Code-in plus the essential remote control out.

On the record side, the setup is pretty similar with identical composite and Y/C I/O options plus remote control port. Aside from the player and recorders, the only other ports pertain to the monitor which again boast both composite via a Scart, Y/C plus the essential LTC out – used to strip timecode onto tape where necessary.

Due to the complexity of connection, cabling-up any videographic exploit can be tricky especially when up to Four VCRs and a monitor all converging on one point.

However the whole concept of the rear

➤

panel revolves around the fact that once connection is complete there's no need to touch anything again – with the obvious exception being camcorders.

Setting-up

Assuming the appropriate audio/video connections are complete, the next task is to transfer transport control from the VCRs to the Videopilot. To achieve this, some form of remote control is essential which in the case of Videopilot means either infra red or direct connection to the remote edit options found on the better VHS, Hi8 and S-VHS VRCs and camcorders.

Aside from pulling in the appropriate cable or alternatively placing the infra red sensor, the only other task is to select the necessary VCR and control combination from within the software.

Like the rest of the package, the selection is a simple icon clicking procedure until the appropriate combination pops up for the player in question.

Unlike its predecessor, the new version doesn't provide the full infra red memorisation offered in the past but instead comes with a huge selection of presets covering all the major manufacturers.

Admittedly this may cause occasional compatibility problems with the more obscure makes but this should be extremely rare and can be isolated prior to purchase by your distributor.

Assuming hardware selection, connection and remote control have been set up and of course checked via the program's built-in test facility, the final task is to select the appropriate timecode option for each player/recorder.

Apart from the obvious attraction of the new unit and the ease of use inherent throughout both the software and hardware, it's the unit's timecode options which make it special.

Unlike most editing systems, Videopilot doesn't stick to a single proprietary timecoding system. In fact all the major semi-pro and home formats are supported with the only exception being the broadcast standard of SMPTE.

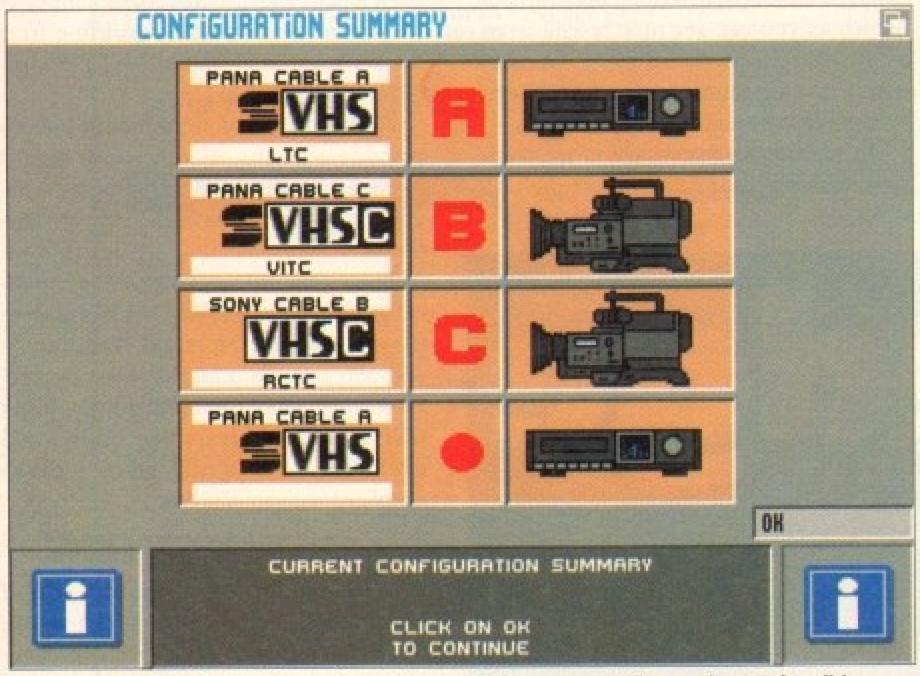
According to Videopilot's manufacturers, SMPTE may be supported in the future but for now we'll put it aside and concentrate on the four formats directly supported. These include VITC, RCTC, LTC and counter – which isn't strictly a timecode and as a result isn't particularly accurate.

However in the case of the VITC, RCTC and LTC the situation is a good deal better with frame accuracy at or between 1 to 3 fps on better quality VCRs that have been set up via the software's inertia control system.

Once applied the software automatically takes into account the idiosyncrasies of each VRCs mechanism – and thereby improves performance.

In the simplest – and preferred – configuration, the original tape or "rushes" will already be coded during recording either by VITC or RCTC, in which case Videopilot will automatically read the existing timecode signal and still provide full stereo along with the video.

If however the original tape wasn't recorded with timecode but is nevertheless stereo, LTC comes into its own allow-



Instant overview of the complete configuration – and of course everything can be saved to disk

Internal titling

In an obvious attempt to bake the perfect cake, the software designers have thrown in a final blob of icing in the form of a built-in titler. Although basic it does offer a very smooth scroll and crawl in addition to a basic page by page flip.

As is the case with most titlers, it's only really at its best in combination with a genlock – which as a matter of interest sits in-line between the recorder out and the player.

As mentioned, things are pretty straightforward but you are given the option to mix up to four different fonts on a single page, with each being any one of the four available colours both with or without drop shadow.

As is the norm, the colours can be adjusted via a palette requester, while the text itself can be justified either left, right or in the centre of the screen. As you'd expect, scroll speeds can be adjusted as required providing a useful if not spectacular addition to the overall package.



Built-in titling adds the finishing touch to an excellent system

Excellent software

Although briefly touched on in the main article, the almost forgotten software accompanying the Videopilot is nothing short of excellent, especially for those who aren't particularly au fait with the Amiga – or indeed video.

As you can see from the screenshots, initial set-up is very straightforward with the prompt window at the bottom of the display automatically diagnosing the possible cure for any hitches you may encounter.

In addition, a test screen allows a complete rundown of the control options in order to isolate missing connections or incorrect timecode protocols for each VRC/camcorder on the system.

Once everything checks out, the entire configuration can be saved to disk and recalled when necessary allowing instant access to any set-up combination you might require.

To begin the editing process you simply select the player of your choice and press play – all via the console of course. At this point the software will update its display with the appropriate player while the large counter displays the current frame count. When the chosen in-point appears simply tapping on the insert key on the console will automatically add the first edit point which of course has to be followed by an out. Once the two points are added the software defaults to the description field to allow any comments to be added. If however you're editing on the fly the description option can be skipped by simply hitting return on the Amiga keyboard – at which point the software moves to the next edit line ready for a subsequent punch-in/punch-out.

And of course you can swap the input player at any time via the console – at which point the software will automatically update.

To continue simply press Play and hit the insert button where appropriate – a new edit will the join those from the first tape or alternate player.

This process can go on almost infinitely with numerous tapes from up to three players all involved in the production – regardless of format. Better still, when the rough editing is complete you can go back through the list fine tuning the edit points by typing the exact frame number into the list.

In fact if editing on the roll isn't to your taste you can use play, fast forward and pause to locate a specific shot – moving to the exact frame with the console's jog shuttle if necessary.

Then while still paused the frame can be added to the list just like any other. When edit marking is complete, there's still more fun to be had via the program's cut and paste options.

Once an edit list is complete you're provided with full cut



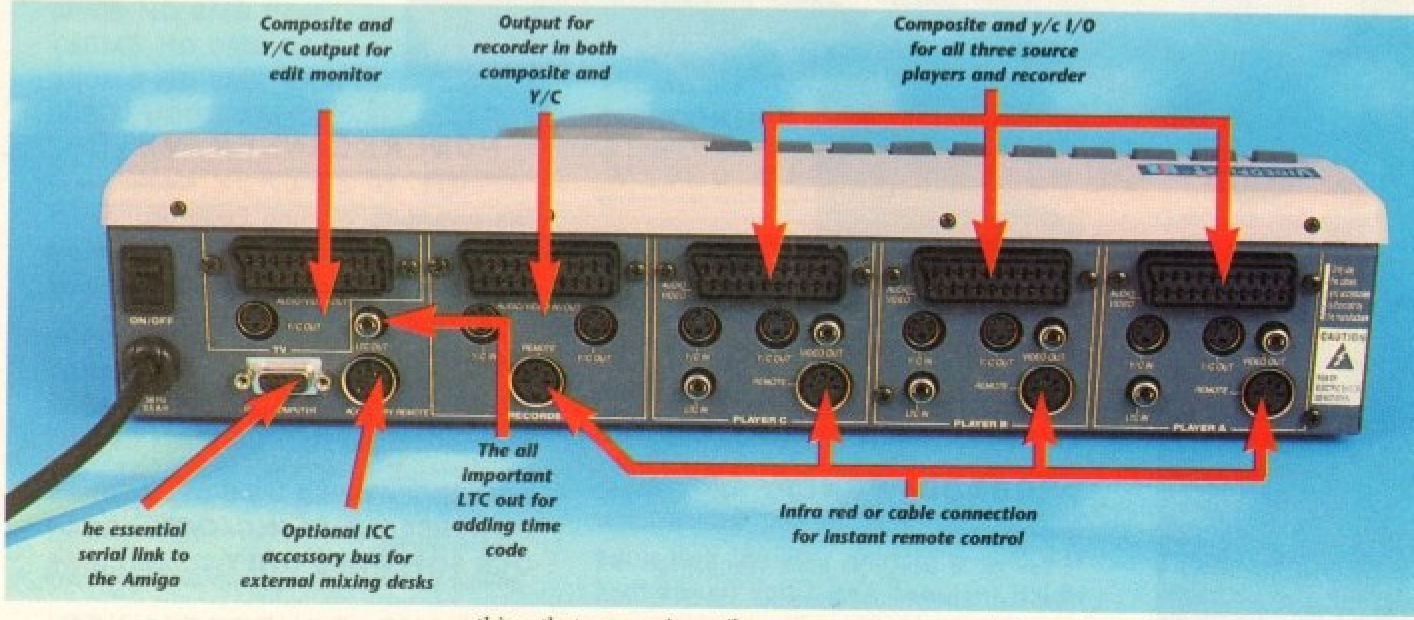
The ultimate in cut and paste editing in all it's glory

ing timecode to be audio dubbed onto the linear mono track while retaining the original stereo and of course the video.

Now before going any further it's time for a brief explanation of the internal structure of stereo videotape. Fortunately for the videographer, both the video and stereo audio are embedded together in the same area of the tape while the mono runs totally independently along the edge. As a result, it is ideal for timecoding.

However, life is never simple and LTC timecoding is no exception. Although it's easy to add timecode directly onto the mono audio track courtesy of the audio dub feature and via Videopilot's LTC generator, it's impossible to read the signal and thereby edit the tape when using an unmodified player.

The reason is that Videopilot must read timecode independently of the stereo signal and directly into the player's LTC-in at the rear of editor. Due to the annoying fact that home VCRs and camcorders never offer a mono audio out from a stereo player, it's impossible to read the LTC without modification.



GENERATIONS

As a consequence, the only option when using none timecoded stereo footage on an un-modified machine is to lose a generation by copying the tape and in turn sacrifice one of the stereo channels in the process.

The same applies to footage shot with a mono camcorder. In this case the tape must be copied with the original audio on one channel and the timecode on the other.

If, however, you're willing to invest an extra £100 and maybe invalidate your warranty – assuming you have one – your VCR will be taken away, modified and returned within a week complete with a new mono phono output either protruding from the casing or drill fitted at the rear according to your requirements.

Obviously resale can sometimes be a problem after modification – hence the

> *"The obvious question has to be: "Is it worth it?" In my opinion the answer is "Yes!"*

option to avoid drilling.

Although the prospect of invalidating your warranty isn't exactly attractive, it's often outweighed by the power that LTC can provide in the form of accuracy and digital numbering of your timecoded tapes.

As a result, the software can even prompt you to insert the correct source tape when required – something which can only be achieved with RCTC and VITC by manually numbering the tapes and adding comments and control pauses during assembly.

In short, for those who don't take their DTV that seriously LTC is perhaps something that can wait until your warranty expires as mono audio is still available without the modification for those willing to sacrifice a generation.

However if you take your videography seriously and perhaps more importantly make money in the process LTC is a very tempting option no matter what the implications.

DOWN TO YOU

Even with the problems, Videopilot's distributors claim that LTC modification can barely keep pace with demand, with over 90 per cent of the existing user base clamouring for the conversion regardless of the potential problems.

As for a conclusion, I'm afraid it's very much down to you. Firstly there's the £1,300 investment in the editor itself, which may demand an extra £100 at least on modified VCRs – potentially invalidating the odd warranty in the process.

The obvious question has to be: "Is it worth it?" In my opinion the answer is "Yes!" After just a few minutes I guarantee even the most cynical videophile will lose any inhibitions about the cash or possible legal implications.

However, if your videographic exploits rarely go further than the living rooms of friends and family I'd advise anyone you to think long and hard before investing in a system that can, and indeed should, earn its keep. AC

SYSTEM ESSENTIALS

RED = Essential YELLOW = Recommended

1 Mb RAM | 2 Mb RAM | Accelerator | Hard drive

The bottom line

Ease of use = 9
Implementation = 8
Value for money = 8
Overall = 8

Supplier: Apollo Mercury
Phone: 0792 476 076
Price: £1291 inc Vat

and paste allowing any shot selection to be copied, move or pasted as many times as you wish and at any point in the production.

Fortunately the software takes control of the changes by adding or deleting extra edit lines, updating the time and position for each edit, prompting for tape changes and of course updating the number of edits and overall running time of the production.

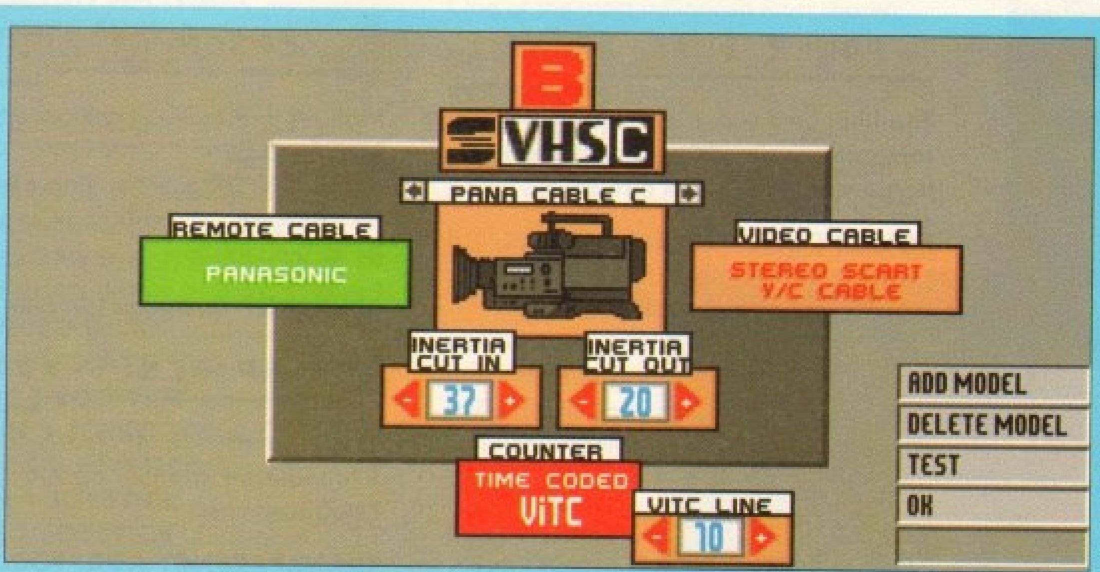
In addition each line can have its own special effect such as AB rolls, pause effects and even frame by frame advance – all of which are dependent upon the abilities of the player or perhaps the availability of an external mixing desk synced to the system via an ICC bus.

The software can also be instructed to pause at a certain point while you set up either a software or hardware effect or alternatively bleep a warning when something is imminent – thereby giving you time to set things up in advance

Better still, cut and paste isn't merely limited to single edits; in fact just like a good wordprocessor the software also offers block operations allowing entire sequences to be shuffled around the production at will.

For the semi-pro these block operations have the added attraction of save, so you can not only store the entire script for later assembly but also the blocks themselves.

For the wedding market or other ventures that may regularly occur at the same venues the option to have a bank of your best "scene setting" material just waiting to be dropped in can save time and money while minimising the risk of mistakes. Assuming all your edits are perfect and set-up is complete you can preview the production without recording or select assemble and sit back as the software automatically compiles the entire production pausing only when told or if a tape change is required. Absolute unadulterated bliss...



Player configuration couldn't be simpler thanks to the programs friendly interface



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The PC880B is available with Blitz Amiga, Blitz and X-Copy or Cyclone compatible (this drive is only available to registered owners of X-Copy Professional. You must provide proof of purchase of X-Copy Professional). The drive comes in a choice of two colours, black or cream.

PC880B WITH BLITZ AMIGA £60
PC880B WITH BLITZ, X-COPY ..£75
PC880B (CYCLONE COMPATIBLE) £65
PC880B IN BLACK CASE £65

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PC880E ECONOMY DRIVE ..£49.95
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PC882 A2000 INTERNAL £45

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Two high quality disk drives built into one compact unit, the drive includes the same features as the PC880B disk drive.

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The Floptical stores 20MB of data on a 3.5" disk (a SCSI interface is required).

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The scanner interface includes a through port for a printer.

POWERSCANNER V3.0 ....£99
POWERSCANNER INC. OCR ...£149
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Scan 100 - 400 DPI in 4096 colours, with the Colour PowerScanner. The scanning software included allows you to edit and manipulate any image you scan.

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If you consider your scanner system to be inferior to the Power Scanner, we will upgrade your software and interface.

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High resolution 24-bit colour flatbed scanning from Epson. Scan up to A4 in size on this 600 DPI scanner. Comes with PowerScan software.

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1MB RAM with battery backed clock

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1.5MB RAM BOARD

Fully supports 1MB of chip RAM and is fully compatible with Fatter Agnus (requires Kickstart 1.3 and above, not compatible with A500+. Your Amiga needs to be opened, this may effect your warranty).

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1MB WITH THRU'PORT



Expand your A500's memory up to a total of 2MB without disposing of your existing 512K upgrade (works with 1MB chip RAM, 512K RAM must be 4 chip type or not exceeding 9cm in length. Your Amiga needs to be opened, this may effect your warranty).

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A500 MEMORY CARD

4 Chip 512K RAM expansion with or without battery backed clock.

Free software included (A500+ compatible)

A500 CARD WITH CLOCK £29
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Expand your Amiga from 2MB to 8MB of RAM. Plugs into side slot, full auto config. and full through port.

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A500 4MB POWERBOARD £189
A500 8MB POWERBOARD £289
1 X 4 ZIP £14.95

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2MB to 8MB RAM expansion for the A2000

A2000 2MB POWERBOARD £99
A2000 4MB POWERBOARD ...£149
A2000 8MB POWERBOARD ...£239

A box for



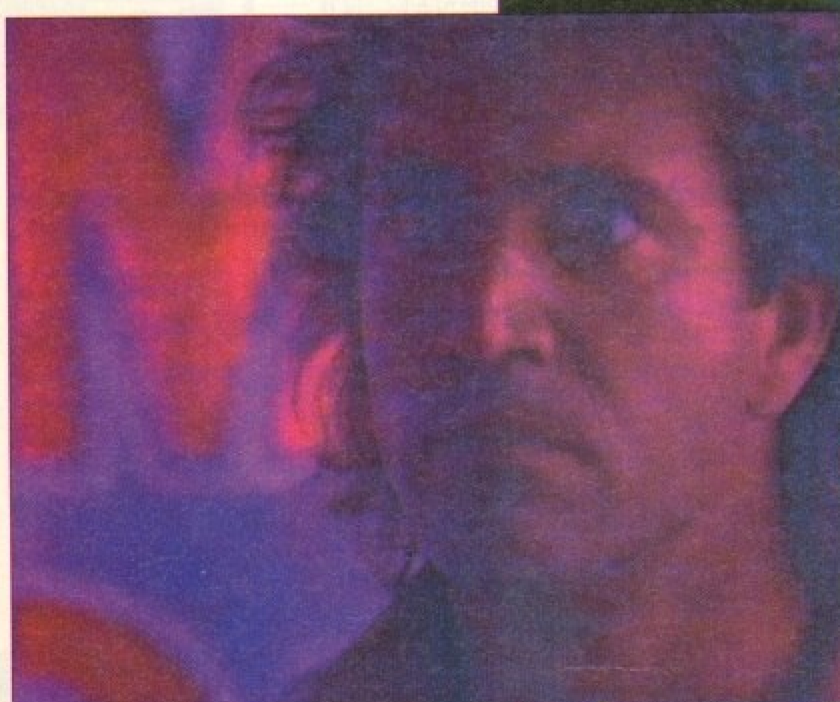
Launched initially as a 12/24-bit display card, Archos's AVideo24 was one of the best budget solutions to high quality video graphics until the release of the A1200, at which point the bottom end of the 24-bit market was more or less wiped out.

To attract new sales, the unit had to evolve, in response to which the French designers added a couple of video connectors, a genlock, and a digitiser.

The result is AVideo Y/C, a product aimed much more at video work than standard Amiga display enhancement cards and, with its built-in genlock and digitiser, more a cut-price contender for the IV24 market than anything else. Whether or not the competition is a close one remains to be seen.

AVideo Y/C is an external device which connects to the Amiga's 23-pin RGB video port and provides a through connector for a standard monitor or TV modulator.

Unlike its predecessors, which relied upon the user prying the Denise chip from



Taken in 1/25th of a second, AVideo's grabs are excellent, if a little on the red side

its socket, it should work with any Amiga, though upon connection the machine will need four inches of extra desk space at the rear.

The cream coloured plastic box is fairly sturdy and sports a phono composite video and 5-pin mini-DIN socket for S-VHS (Y/C) connection alongside the 23-pin Amiga video through port. Other openings include five potentiometers for various hardware settings, more on which later.

Software bundled with the package includes a variety of AVideo utilities and the program AVPaint, a 24-bit paint program supplied in both normal and floating point flavours.

Installation is easy and quick – though it assumes the use of a hard drive – and the user should be eagerly clicking on icons within five minutes of opening the box.

Of the various programs found on the AVideo disks, AVTools comes closest to forming a general control panel. From here, the user can choose to view picture or animation files, control the genlock, grab a frame from video, swap between lace and non-lace display, alter the video source RGB or YUV components, or construct an animation using AVRemap.

There are no gain controls and the RGB sliders don't really provide as much control over the source video as I would have liked, but given the adjustable potentiometers on the hardware itself, users should be able to find a balance of his or her choice.

These tiny pots can be accessed with a miniature screwdriver (not supplied), and offer the user direct control over luminance (light) and saturation (colour) levels.

Another three pots on the top of the box adjust the levels of output video luminance, contrast and saturation, so there's a fair degree of flexibility in the system.

Better design would have resulted software control rather than faffing abo with a screwdriver, but at least the contr is there in some shape or form.

Of the software utilities availab through AVTools, AVRemap was the o which first drew my attention, promisi as it does to produce high quality anim tions in full video overscan.

This is the sort of claim one usua approaches with a healthy cynicism a which is usually blown away within m

r all seasons

The low cost AVideo board now has a genlock, digitiser, and S-VHS support, but is it a trade-off? Stevie Kennedy tunes his telly



ted in about control ilable he one mising anima- sually m and n min-

...es, but AVideo Y/C makes more of an attempt at it than most.

Using AVRemap, the user need only load one file from a sequence of, say, 30 or more raytraced images, select AVRemap, and choose the output anim file.

The program then loads each image and adds it in turn to the anim file. As all AVRemap anims using the custom AVideo animation format are 12-bit YUV anims, they contain less data and therefore animate faster. For example, 30 files from an Imagine 24-bit render, each of which was over 700k in size, converted down to an anim file of about 1.2Mb which ran smoothly and at about 18 frames per second.

The amount of movement on this particular anim was, admittedly, far less than a full screen camera movement, but the sight of a true 12-bit image animating in anything like video speed is rare enough to be notable.

Animations utilising more screen movement do not run with a speed or smoothness suitable for video work, but with a certain amount of experimentation, a reasonable medium is attainable.

For work in presentations, the lower speeds achieved by some anims are still acceptable, so in this respect AVideo forms a viable alternative to the disappointing frame rates of most Ham8 efforts.

One difficulty with animations at the moment is that a certain amount of screen clutter is caused by a hardware fault in the early AVideo Y/C units. This manifests itself in the form of ghostly lines in certain areas of the screen, but the board's distributors have assured us that this fault will be corrected.

LINKING IMAGE

A second useful tool is AVBinder, designed to force other programs to use the AVideo display. This is achieved by loading the image which, say, Scala would normally display as a backdrop, then "binding" this to a second image which AVideo will display instead.

The user can thus create a 16-colour equivalent of a 12- or 24-bit screen, and when Scala tries to load the 16-colour IFF, AVideo jumps in with its own picture.

What impresses most is when the binding requester pops up to offer a selection of eight transitions including dissolve, bloom, fade, and various scrolls.

When the mask image is loaded into the user's presentation package, AVBinder will not only show its own image instead, but will also use whichever effect chosen at the binding stage. Speed is controllable from 0 to 10, so using a PD slideshow program and a series of bound images, the user can construct a very respectable presentations.

AVBinder could work faster and with fewer quirks, but it adds a little something to the package's flexibility. Some presentations will not require the effect, and I wouldn't trust it for important occasions, but for rolling demos and information screens AVBinder can bring extra colour and some custom flair.

As AVideo works through an ARexx-compatible server, each and every tool can be controlled from within an ARexx script, enabling the conversant user to build a wide variety of custom effects.

Unfortunately, the Opera automatic ARexx script generation software supplied with AVideo24 is absent from the package, so only those with the requisite ARexx skills will be able to make much use of the available facilities.

This is a pity, as there are a number of transition effects, available to AVShow as well as AVBinder, which can go together to make impressive slideshows and the like. The effects are available directly from ➤

Basic paint package

AVPaint, the bundled 12/24-bit paint package, is a fairly basic program capable of good presentation graphics but largely unsuited for complex painting tasks.

The program opens after an initial selection screen from which the user can choose interlace or non-interlace. As video works in interlace or not at all, the choice seems a strange one until it is noted that for interlace mode a whacking 2Mb of chip RAM is required, relegating users of non-ECS Amigas to non-interlace.

At first, this seems a damaging limitation, but as the AVLace tool (available, as usual, through AVTools) will add the extra field without messing around with pixel aspect ratios, the less well-equipped user can negotiate the obstacle with a little extra effort.

Internal bitmap sizes are kept at 736 by 566 to correspond with maximum overscan, so any images saved will automatically be of the correct type for video work.

Painting and drawing tools are the familiar DPaint-style collection, including freehand, filled polygons, circles, and so on, with little or nothing of note about them, but there are a couple of extras which stand out as nice touches.

The text requester is a good example. It enables the selection of any font, including CompuGraphic Intelifonts if available, and will type the text directly on the screen. However, once visible, the text can be positioned with ease anywhere on screen.

Using the cursor keys, or Shift with cursor keys for faster movement, it is possible to find the best site for a logo or title, then stamp it down. If the anti-alias tool has been selected, any stamped text will assume a smoothed appearance, though this is less useful for graphics which are to be overlaid on live video.

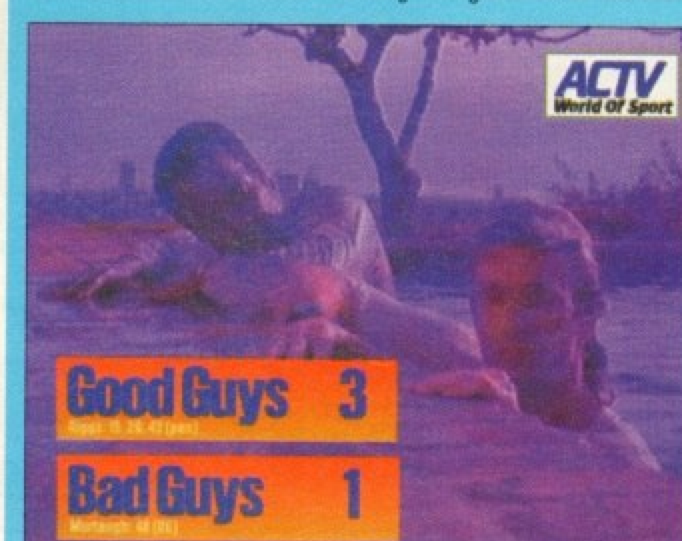
It is also possible to control genlocking and grabbing from within the program, making it easy to preview any graphics, be they titles or animations, which will eventually find their way into a production.

Any videographer will tell you that the facility to check that titles will not disappear into the background when laid over a similarly coloured piece of video is invaluable and a great time saver.

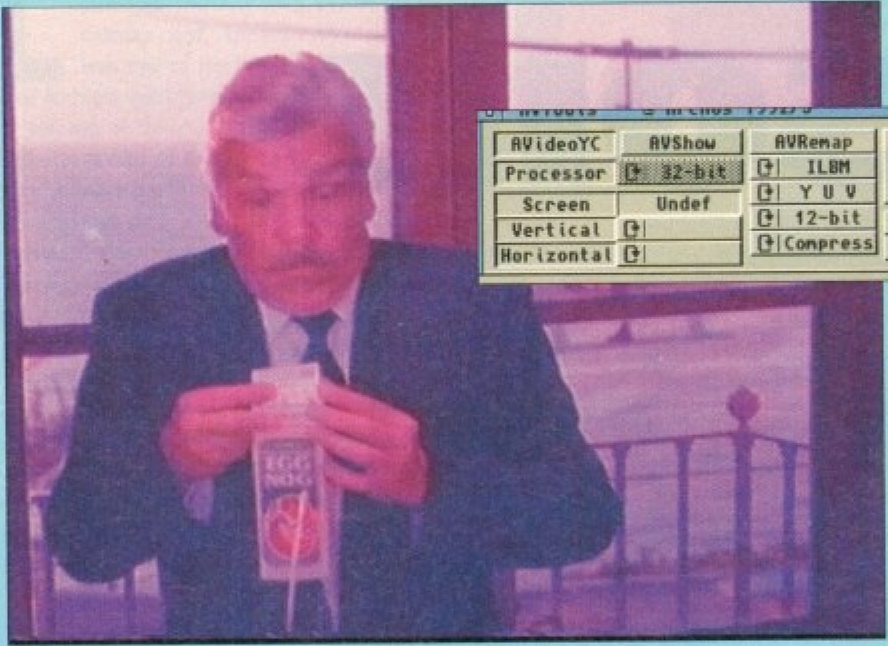
As AVPaint directly addresses the AVideo hardware, any images grabbed using the grabbing facility are the same quality as those taken through AVTools, but with the added advantage that they are more or less instantly available for retouching and the addition of graphics using the painting tools.

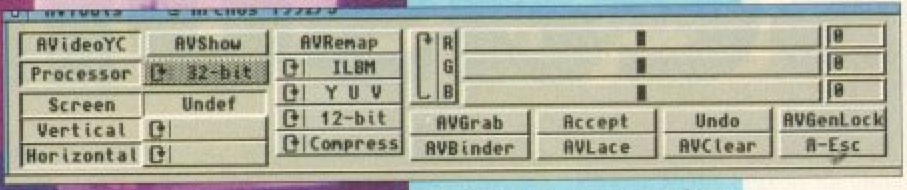
Gradient fills are available for producing backdrops and so on, but they are trickier to set up than they might be. Rather than produce a requester specifically for the use of gradients, AVPaint offers a single colour indicator with a second button to select the direction of the colour change. The method is usable, but fussy.

Other good features include the use of stencil masks which can work over a spread of colours, and universal colour blending. Using a slider on the main AVPaint control panel, any amount of colour blend from zero to 100 per cent can be set and applied to any effect, from simple drawing to brush operations.



Basic videography is about as far as AVPaint goes





AVTools is the engine room from which AVideo is driven

Control of the grabber is good enough for quick shots

CLI using a utility called AVCmd, but some sort of script building utility for the ordinary user would have been a welcome addition. Typing command lines with multiple parameters and tricky syntax just to scroll an image down the page is hardly what the 1990s user expects.

Last of AVTools's handy buttons is the AVGrab control, through which the user can exercise live control of the on-board digitiser. A small control panel with toggle gadgets to select live video, freeze, lace/unlace, contrast, and cleanup, offer plenty of user input on the grabbing front.

Grabs are taken very quickly, in 1/25th of a second, frozen images being stored in the unit's 1.5Mb framebuffer for instant snapping. Quality seems not quite as good as VLab or IV24, and there is slightly more interlace judder than on either of the other two units, but the finished images are true 24-bit and of a high quality.

At time of going to press, the first pre-release batch of AVideo units suffered from red saturation problems in the grabber circuitry, but this is due for a hardware tweak before the public set eyes on the card.

The screen grabs accompanying this article will look rather red in places and not up to scratch, but this situation should improve provided the proper alterations are carried out by the developers.

For the moment, users will have to fiddle with the AVTool's RGB sliders and the hardware settings, or perhaps reprocess a grab using ADPro to eliminate the red imbalance. Check before buying or keep an eye on our Updates column for the latest revisions. AVideo's genlock suffers from no such problem. It is software switchable between the composite and Y/C inputs and provides a steady lock for overlaying Amiga animations or titles.

In use, it can offer 12-bit animation from the AVShow utility over the top of live video with clean edges which speak well of the unit's keying abilities.

LOT ON OFFER

Comparing this with the IV24, it is difficult to see which is the better unit, and after several tests including graphic overlay and titling, neither seemed to have a distinct edge, though the GVP unit's controlling software is undoubtedly better.

This, assuming the minor hardware problems are rectified, is my only real complaint with AVideo. As a package, it has a lot to offer, and as it is fully ARexx conversant, can offer varying possibilities to videographers and presentation professionals alike. However, the accompanying software hides much of its potential away behind an interface which could be friendlier and is in need of cosmetic surgery.

AVideo deserves to succeed as a low cost multi-purpose video and multimedia tool, but whether it does will depend on where it is taken from this fair but still a little shaky start.

If developed in the user-friendliness department and cured of its irritating minor ailments, AVideo Y/C could knock a big hole for itself in the video peripherals market. If it doesn't, the only hole it will open will be one in which to lie down and die.

Black box blues

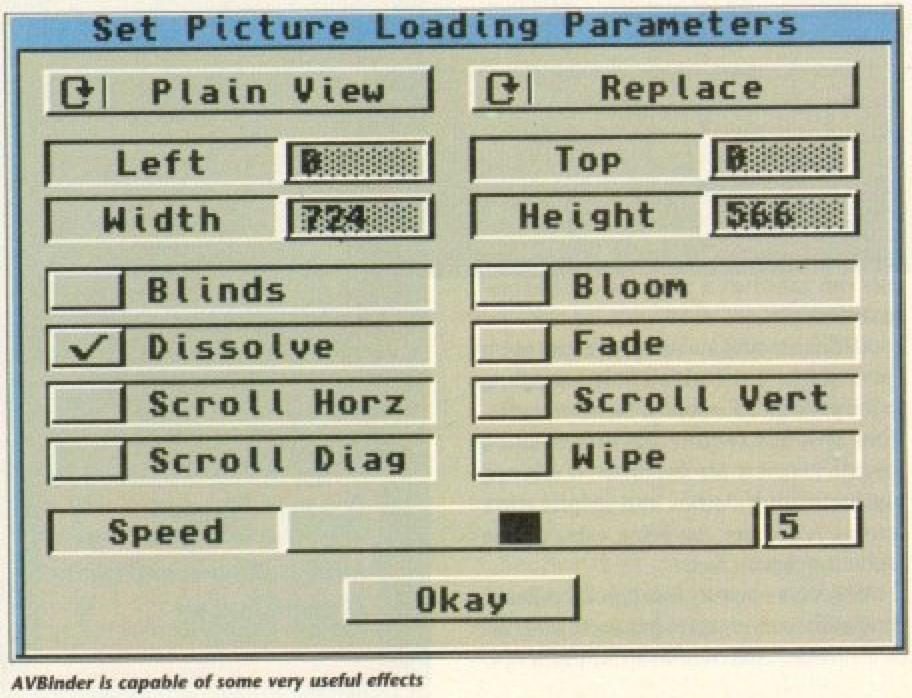
Unlike IV24, which now boasts a complete video splitter and switcher in the shape of the VIU black box, AVideo must make its way in the harsh world of video with only its composite and Y/C video inputs for company.

One each of these grace the rear of the unit and through them AVideo receives all its video signals from the outside world.

In effect, however, the ARexx port from which AVideo is controlled can be used to reproduce some of the functions of a switcher unit. All ARexx commands which address the video ports, such as AVDigit (for grabbing) and AVGenlock can take a parameter to select either of the sources.

This enables AVTools to control which video port is used for genlocking and grabbing, so two video sources can be connected at once without the user having to faff about with cables or software settings. Switching between the two is a matter of issuing an ARexx command, so external programs – so long as they speak ARexx – can be used.

Of course, AVideo used in this fashion is nowhere near as flexible as the IV24-VIU combination, and it has the disadvantage of not allowing for an external keyer or reference source other than the Amiga's own sync pulse, but users with simple video requirements will not need the GVP card's added power.



AVBinder is capable of some very useful effects

Bits and pieces

Many users who struggle with basic video concepts (most of us, if we're honest) will probably find the AVideo 12-bit standard somewhat confusing. It is a half-way house identical to that offered by IV24, to enable the use of animations which move at a reasonable speed, but for most other uses can be surprisingly useful.

When dealing with TV graphics in particular, 16.7 million colours (as offered by 24-bit) is a bit over the top on most occasions, and when titling or adding the odd animation it is decidedly an embarrassment of riches. In such cases, the 4,096 colours offered by true 12-bit mode can be a more efficient answer to the problem.

As 12-bit images contain a much smaller amount of data, they are easier to store, animate faster, and are generally easier to work with than their higher quality but much bulkier 24-bit brethren.

In addition, there will often be little perceivable difference between 12-bit and 24-bit images once they have been recorded to videotape.

AVideo's use of a decent 12-bit custom animation format and its paint package's icon-drive 12/24-bit switch leaves it the winner as far as implementation of the format is concerned.

SYSTEM ESSENTIALS

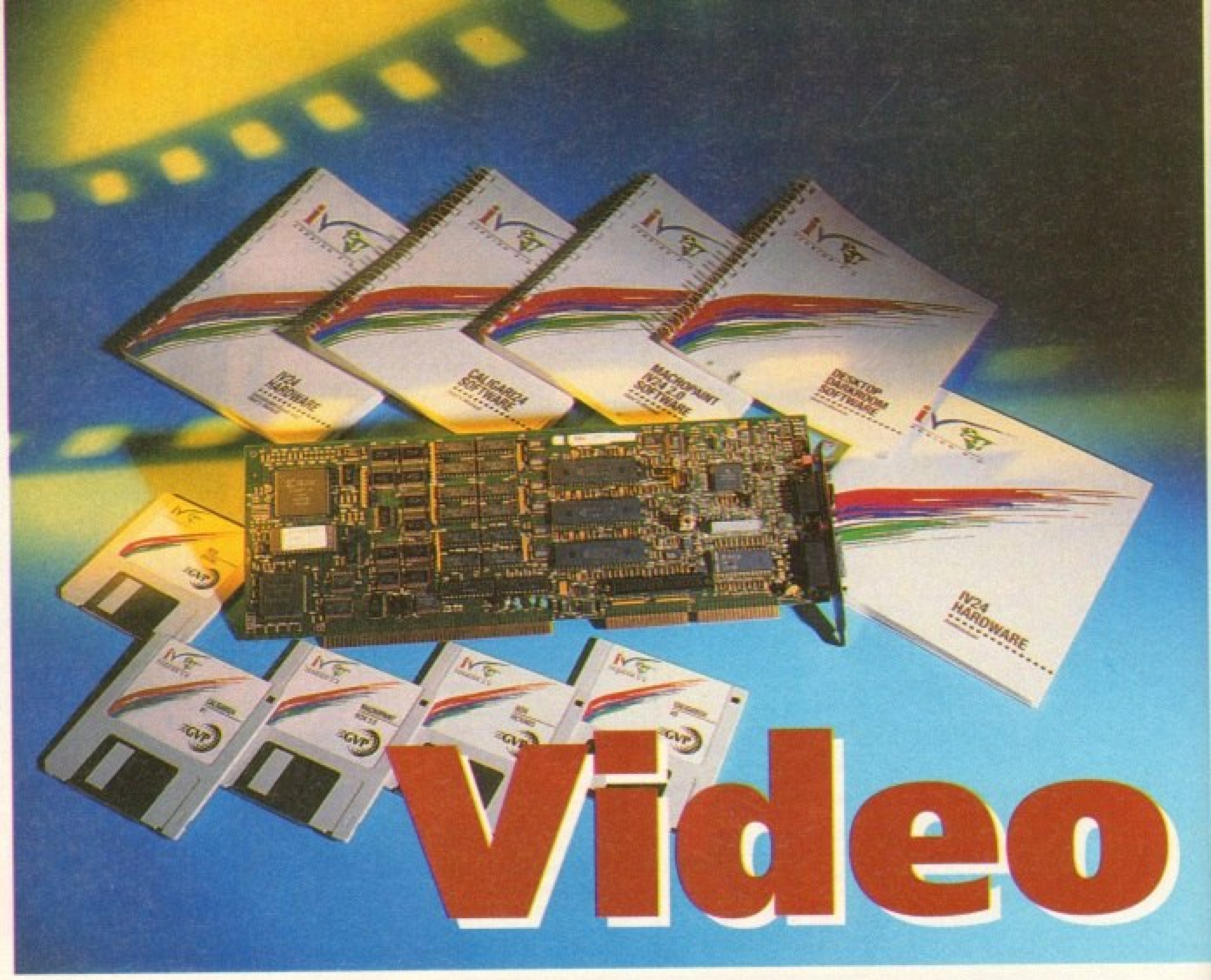
RED = Essential YELLOW = Recommended

2 Mb RAM | 5 Mb RAM | Video gear | Hard drive | Accelerator | Normal monitor

The bottom line

Ease of use 7
Implementation 7
Value for money 8
Overall 8

Supplier: HiQ Ltd
Phone: 081-909 2092
Price: £599



Video

GVP's IV24 has been brought back from the dead, but is it a shining resurrection or a walking corpse? Stevie Kennedy examines

Multimedia is to the Amiga what petrol is to cars – without it the high end of the market would grind to a halt. It was therefore a surprise that when GVP decided to move into the video and multimedia markets, the company's first attempt was less than completely successful.

Priced at £1,800 and hampered by some truly appalling software, the first IV24 package was given short shrift by reviewers across the industry, a reception from which v2.0 is presently trying to recover.

Reboxed, repackaged and rebundled, IV24 has shed £800 from its overweight price tag and gained a few lean mean muscles in the form of additional hardware and software as it faces up to the challenge posed by a long list of excellent video cards including the Toaster, Harlequin, and OpalVision.

The result is a much stronger contender for the lucrative fleshpots that are the semi-professional and professional video markets.

To banish from the outset IV24's unfortunate heritage, GVP have made efforts to improve the deficiencies highlighted as those of most concern, leading to improvements in three key areas: software, speed, and video-friendliness.

Taken in combination, the improvements give this particular Lazarus not only new life, but a cut and blow dry into the bargain. In essence, IV24 is a combination of 24-bit display card, framebuffer, genlock, digitiser, and flicker fixer in one – a multi-talented act which on the face of things should make it a steal at its new £999 asking price.



AVPaint is useful for some jobs, but still limited

Throw in a video splitter and a copy of Caligari 24, one of the Amiga's most effective and easy to use modelling/animation packages, and the IV24 begins to become on a very appealing prospect.

However, such all-on-a-card solutions to video and multimedia often suffer from compromises and there are now so many superb cards on the market that not even this seemingly value-packed peripheral can be guaranteed an instant hit. A thorough look under the bonnet seems in order. Impact Vision 24, to give the board its full title, is a card for the Amiga 1500 and upwards which makes use of the video slot found in those models.

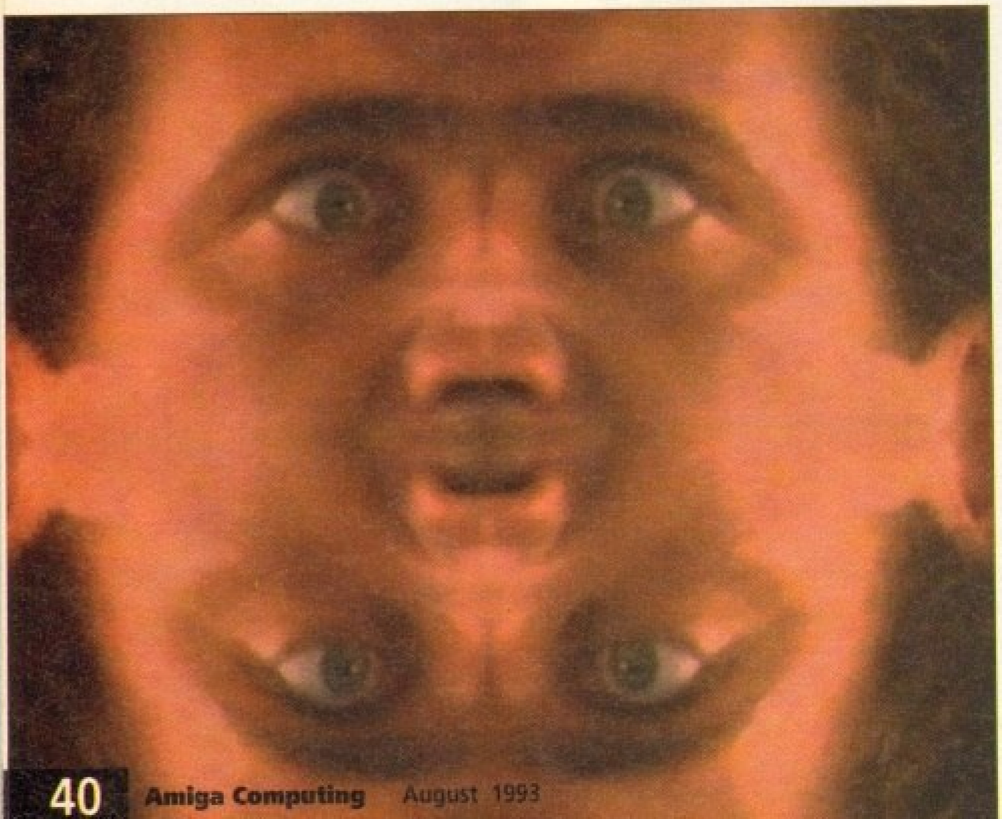
On the A3000 and A4000, the unit fits snugly into the newer full length slots, but when using the more diminutive video connectors on the A1500/2000, IV24 takes up a Zorro slot and utilises a small card with a ribbon cable to talk to the video slot. Users of already cramped A1500s are therefore advised that IV24 needs a bit more real estate than certain other leading brands.

Once fitted, the beauty of this card is that at the hardware level it is virtually transparent to the user, and when in bypass mode (selected via a small three-way switch on the rear of the card) the Amiga ignores it altogether and will connect as normal to any ordinary 1084-like 15kHz monitor.

For those with 31kHz or multiscan monitors, Master mode enables the connection of the monitor and the use of the card as a flicker fixer, but for most users, the middle ground software-selectable mode will be most useful.

When used in this way, the card and its video interface unit can be controlled by GVP's preference programs and switched between Master and Genlock mode as required. When in Genlock mode, essential for any of the board's video uses, the user will find that non-PAL screens will not open and that the only screen modes available through prefs will be standard PAL.

If mode promotion is not turned of[f] through IControl, the result will be tha[t] many programs which attempt to open interlace screens will not work, becaus[e] mode promotion is trying to open them i[n]



A startled Mel Gibson after his trip to Desktop Darkroom

Doing th[e]

The biggest hardware enhancement offered by the all new IV24 package over the first units to hit the streets is the Video Interface Unit (VIU), which is really an RGB splitter and video switcher in a smooth black box.

On the outside, the unit sports an impressive arra[y] of video inputs, including two composite ports, Y/C (S/VHS), component RGB, external reference (for time base correctors and such like) and externa[l] keyer.

Outputs are slightly more restricted at one compos[ite], one Y/C, and a key out to pass time code to down[stream] devices. A sync pulse is generated on-board [if] no external sync is used. All I/O is controlled via th[e]

Productivity and the IV24 is telling Productivity to take a hike. Switching off mode promotion cures the problem.

This can be annoying to begin with, but the connotations of using a video card on Amigas with many non-video screen modes are reasonably well explained in the manual, and as most users of the IV24 will be using their Amigas mostly for video work, it's not really a problem.

Overall, the extent to which IV24 impinges upon the ordinary workings of its host machine is negligible when compared, for example, to the much cheaper Retina card, whose Workbench emulation must be run through software at boot-up.

Software installation, using the by now standard Commodore installer, is painless, and the five supplied disks (Install, Pictures, Macropaint 2.0, and two for Caligari 24) shuffle their way onto hard drive without incident.



Some of the superb imagery from Caligari 24

Lazarus

What came as a particularly pleasant surprise was Caligari's first time successful installation, complete with huge list of assigns, an event which with the program's first release would have been worthy of a TV news bulletin.

MAIN MENUS

Software control of the board is virtually identical to the original release, using the IVCP (or IVCP2 for Workbench 2/3 users) program to control all aspects of IV24 in use. Most useful of the three main menu sections is the screen controlling the VIU splitter, enabling the user to select video and sync sources, alter red/blue gain, balance, luminance, and even sync timing.

As IV24 has two built-in keyers (digital RGB and analogue composite), an RGB to composite encoder, and the VIU splitter for converting composite video to its red, green and blue components, the system can handle a wide variety of video setups.

For example, either of the VIU's two composite inputs or the Y/C input can be used as an RGB source by IV24, and any of the above can be used as a sync source if the external reference input is not in use.


IV24's grabber is quick and very effective

After a short and smooth learning curve, therefore, and prompted on by the manual's excellent troubleshooting Q&A section, most users should find the system provides a rock steady video signal with plenty of options for either post-production or multimedia work.

With inputs for two composite, one RGB, and one Y/C source allied to outputs for composite or Y/C taping, the IV24-VIU combination provides a very flexible semi-professional base of operations.

The card itself is a 1.5Mb 24-bit framebuffer with built-in real time digitiser and a genlock capable of good steady locking. As mentioned, the board's circuitry includes a good quality composite encoder which also supplies Y/C signals, digital RGB keyer, and analogue composite keyer, so there's a lot crammed in there.

In use, most of this trickery goes unseen by the user except when IVCP settings need to be changed. The digitiser is probably the most impressive feature on offer, and works as well as, if not better than, the usual VLab yardstick.

Grabs are taken in 1/25th second and there is little of the interlace judder sometimes encountered with other grabbers. In addition, image clarity is crisp and colours appear as they should without imbalances or bleeding.

Desktop Darkroom, used to capture and process images, is rather clunky and not in the usual GVP house style for software such as that supplied with G-Lock, but there are a fair number of filters and operations on offer for users to retouch or completely muck about with a grab.

Once a suitable filter has been found and applied, be it a simple averaging filter

➤

...plits elegantly

IVCP utility, so the unit is completely software controlled from Workbench via a 26-pin connector to the IV24, ensuring that it fits seamlessly into the package as a whole.

Red/blue gain and brightness can be controlled separately, and overall control of the video signal's colour, hue, gain, and brightness are available through another set of sliders.

This means that the user has full control over which sync is used, which ports are used for input, and the quality of the picture on his or her video monitor. The VIU never makes its presence known to the user, and beavers away in the background making possible the IV24's video operations – a real backstage star.

Painful painting

MacroPaint 2.0, unlike its predecessor, can actually be used for painting without the user risking severe sanity loss. As an upgrade, it is an admirable improvement with completely redesigned toolbox, greatly increased speed, and a distinct lack of bugs. Unfortunately, it still fails to shine when set against its main opposition, OpalPaint.

The basic painting features are all catered for, including lasso brush cuts, polygon fills and gradient fills, but little else jumps out of the screen as far as advanced options go. Basic is as basic does, and everything MacroPaint does is just that – basic.

It's not all bad news for IV24 users with a desire to wax creative, though, as a 24-bit paint package will always enable the production of impressive looking screens, even if the fancy perspective and brush effects of other programs are missing.

Text control is one particularly good area. The user can choose from any Amiga font and type in his or her text, then before stamping it down can move it around the screen using the cursor keys. This makes proper positioning very simple and is especially useful for titling a screen grabbed from video when, for example, plonking a red title over a very red part of the image would not be a good idea.

Few other touches spring to mind, but there is at least a fairly good selection of effects for the application of paint or text and brushes.

AIRBRUSH

Users can choose on a slide gadget to apply all new paint in tints from 0 to 100 per cent, or by double clicking the airbrush icon to summon the paint method requester.

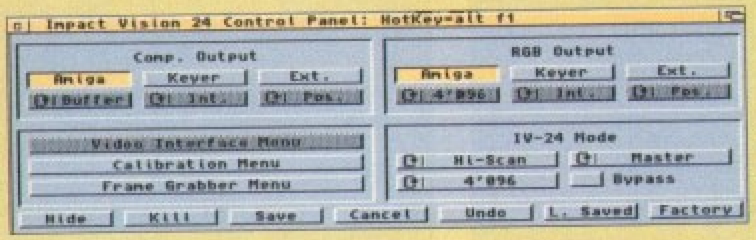
A choice of tint, shade, smear and mono is on offer, along with Boolean operations for basic special effects. In addition, the FX icon contains luminance and contrast controls.

In general technical specification, MacroPaint runs out quite well, with spare page rub-through, ARexx support, and the ability to apply effects and processes to a region of the screen rather than the full image.

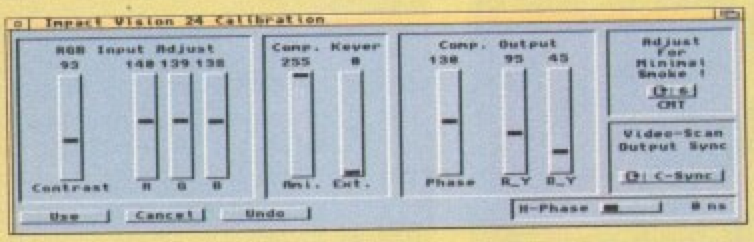
Most importantly, perhaps, painting takes place in real time, and the colour which is chosen from the palette is the one which will be seen as the user paints.

With its improved interface and increased speed, MacroPaint is now a usable package which complements rather than damages the IV24 as a whole. Just don't expect it to win many medals.

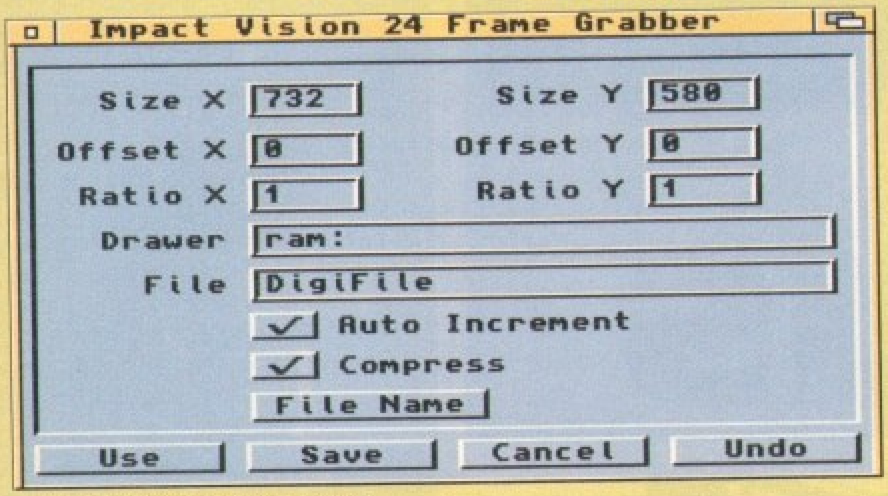
Without brush gradients and feathering, and a wodge of the now almost standard special effects offered by other paint packages, MacroPaint still has a hill to climb.



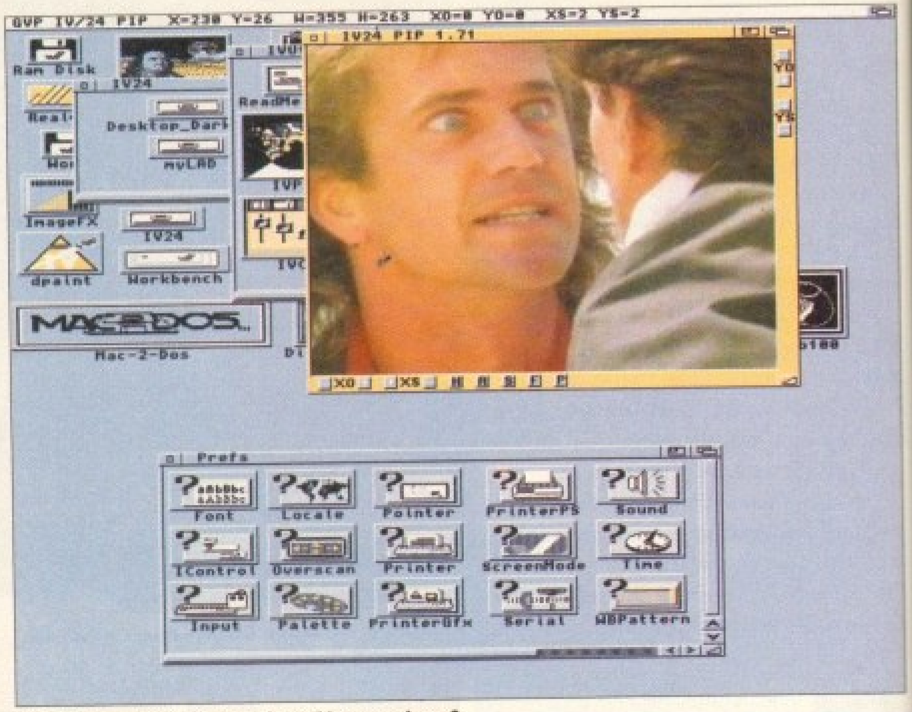
Control the whole shooting match from IVCP...



... adjust video input and output parameters...



... or even configure the IVGrab scanner



IVPip is very nice to look at, but of how much use?

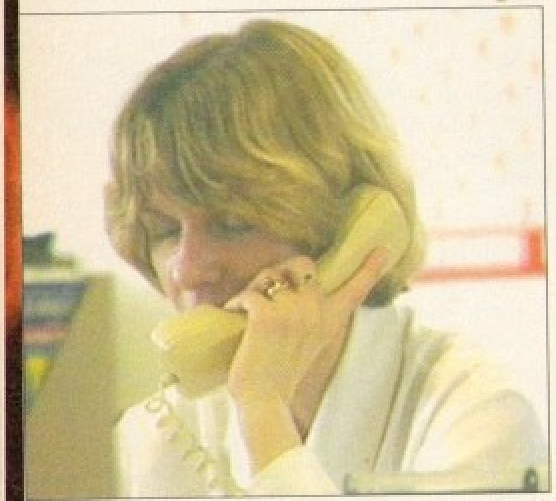
or a fancy embossed effect, the IV24's Achilles heel rears its ugly head as the user saves the picture to disk for use in Macropaint.

Now at v2.0, Macropaint has progressed quite a way from the unusable rubbish distributed with the first IV24s, but it still has a fair old way to go. It will now draw in real time with the correct colour and speed has increased significantly, but it is still a very basic paint package with few of the extras associated with the latest versions of OpalPaint.

Other software supplied with the package includes the MyLAD (live action director) utility, used to produce transitions between two live video sources. For MyLAD to function, one must be connected to the VIU RGB inputs, but once the hardware is set up, MyLAD will utilise the IV24's keyers to produce an "on the fly" transition from a selection of 52, any of which can be instigated by pressing the relevant key.

> *Probably the best general purpose video card for less than £1,000*

Of limited use in some environments, MyLAD would nonetheless be of assistance to those semi-professional video producers wishing to edit two source tapes down to one while adding a little something extra. Its dependence upon live timing and Amiga key presses will no doubt make it a program whose use has to be mastered with practice, so those with unpredictable or inexpensive VCRs might not find much use for it.



IV24 catches our office staff asleep on the job

IVPIP

Possibly the most talked about feature of the original IV24 at the time of its release, and still a feature of the second package, is IVPIP, the picture-in-picture display utility. This little program throws a window over the Workbench into which IV24 projects a 12-bit display of the current video source.

The window can be resized, zoomed out to full screen size, or the actual image scaled in the X or Y axis, but though initially a good idea, IVPIP is one of those clever utilities for which it is difficult to find a practical application.

No doubt a few ingenious owners will want to monitor a camera input from Workbench or something like that, but most of us will take one look, say "ooh, that's clever", and leave the IVPIP icon to gather dust in a quiet corner of a drawer somewhere.

Despite a few minor reservations about the bundled software, it is difficult to conclude other than that IV24 v2.0 is a vastly improved product with better software, improved hardware performance, and a much better value for money bundle.

Had the board been released in this form from the start, OpalVision and Harlequin might have had more of a fight on their hands.

As it is, IV24 looks set to enjoy a renaissance in its fortunes, especially as it is probably the best general purpose video card for less than £1,000. It is no match for the Harlequin/TVPaint 2.0 combination, and will lose some of the budget video enthusiast market to products like AVideo Y/C, but with the features it can offer and the quality of both the grabber and the genlock it should find a home with the upper end of the enthusiast market and the semi-professional video world. AC

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RED = Essential YELLOW = Recommended

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The bottom line

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Implementation 8
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Overall 8

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Marvellous modelling

Caligari 24, for long one of the most capable and most under-promoted 3D modelling and animation programs on the Amiga, is by far and away the most exciting piece of software in the IV24's suite.

In its IV24 version it is identical to the latest full release of the package except that rather than use a joystick port dongle, Caligari24-IV24 uses the IV24.

Since its first review in this magazine, Caligari has undergone a great deal of change and now offers what must be the most elegant 3D interface of any package allied to several new and very powerful features.

The old single object animation system has gone, replaced by a hierarchical system controlled through a simple timeline facility. Using the new features, a user will find animating a number of objects much easier than before, but the ability to pick any part of the object hierarchy and move it independently is a dream.

When a complex object made up of several component parts is loaded into a scene, the animation module can treat the component parts separately and give each of them its own timeline, movement and path. The result is that within minutes, very complex animations can be produced with minimal fuss.

Other new features include the excellent organic deformation capability, which makes the creation of smooth natural objects much easier; vastly improved point editing; and 32-bit rendering, allowing for an 8-bit transparency mask. Using Caligari 24, IV24 users should be able to produce everything from flying logos to space battles with relative ease.

Look out for a full in-depth review of this package next month.

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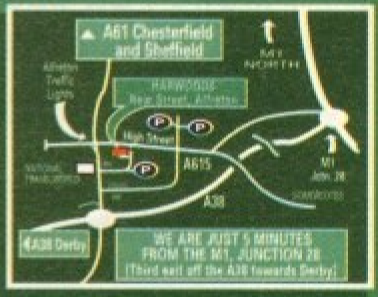
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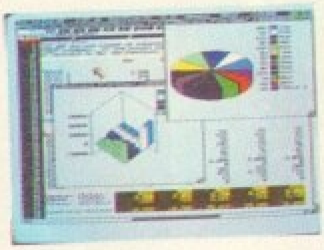
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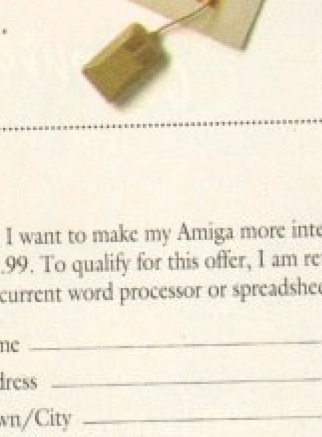
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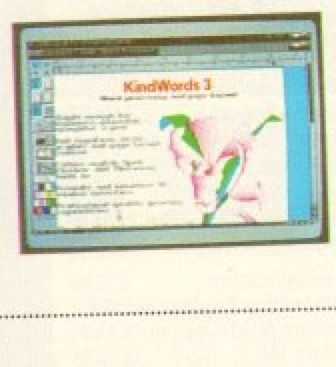
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Pain-free printing

Printers can cause more trouble than any other piece of computer hardware. Ben Pointer shows that with a little understanding, you and your printer can live together in sweet harmony

A printer is something you'll want to last for quite a while, so it is important that you buy the correct one for your needs. Many's the computer owner who has splashed out a few hundred pounds on impulse only to find out when it's too late that the printer isn't really good enough, or that there were cheaper or better alternatives.

Most of us think of a printer as a just smallish lump of plastic that drowns out the TV when it's working, but that's just the most common type of printer, properly known as "impact dot matrix".

You've probably heard of three other types of printer: laser, ink jet and bubble jet. There are probably 50 or so printer manufacturers worldwide, and most make scores of models, leaving us with a few thousand different printers from which to choose.

At the simplest level we can think of there being only two types of printer – those that plug into the serial port and those that plug into the parallel port.

The differences between the serial port and the parallel port are not complicated. Data sent down the serial port goes one "bit" at a time. One Ascii character is eight bits big – one "byte" – so to print a letter A, for example, the eight bits that make up the Ascii code for that letter have to be sent one after the other.

RAPID TRANSIT

If you could send all eight bits of a character at once, printing would be quicker, yes? And this is what happens to data sent down the parallel port – all eight bits that make up the Ascii code travel together down eight separate but parallel lines, and all arrive at the printer at the same time.

Most modern printers have a parallel interface, some have both parallel and serial (or the option to fit either), a few still have only serial interfaces. I can't think of a single good reason why an Amiga user should buy a serial printer.

Next there are the different ways that printers actually make marks on the page. Impact dot matrix printers work by making little pins strike an inked ribbon, thus transferring a pattern of dots on to the paper on the other side of the ribbon.

The cheapest type of impact dot matrix printer has only nine pins in its "print head" and consequently the quality is not high because the characters it produces are made up of only a few, quite large dots.

This type is good when printout quality ➤

Your questions answered

Q Why is the graphics output from my colour 24-pin dot matrix printer too dark?

A Because the print density is set too high. Lower the print density and try again.

Q Why am I getting horizontal white or black lines across my printouts?

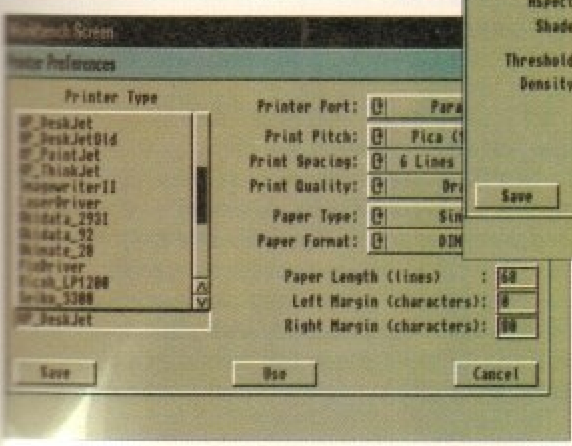
A Because the paper feed mechanism of the printer is feeding the paper a little bit too much or not quite far enough. There's no complete solution to this problem, it's a fact of life – some printers suffer from it more than others.

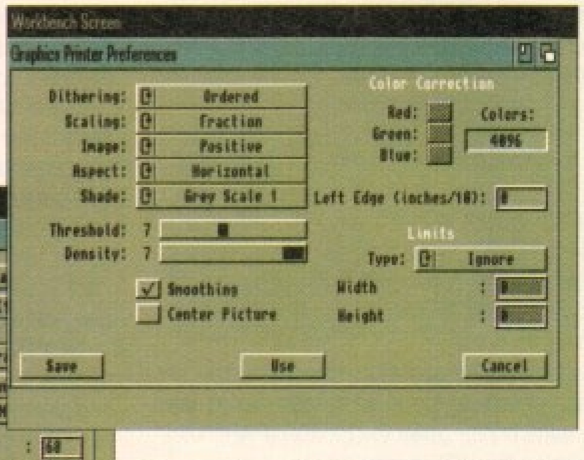
Q If I can't afford a laser printer, which is the best printer to buy if I want high quality output?

A An ink jet or bubble jet printer. The more money you spend, the better quality you'll get. But keep in mind that these types of printers produce the best quality output on special paper that is more expensive than ordinary paper.

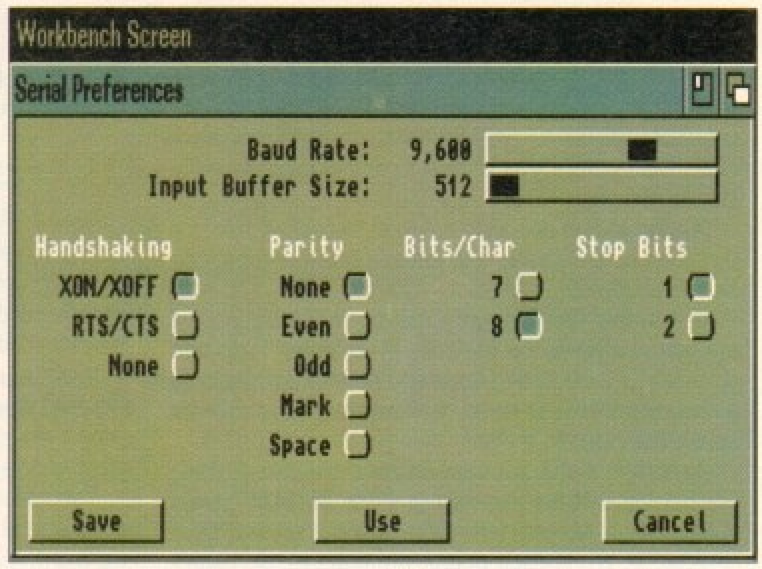
Q Are 9-pin colour dot matrix printers any good?

A It's like buying a Yugo car. You get what you pay for.





Most printing problems are caused by incorrect or non-existent printer preference settings. The settings will get saved on to the disk from which you booted, and will only be set properly upon booting if you boot from that disk. Boot from another disk, and anything could happen



Probably the best reason to avoid serial printers is so you don't have to go anywhere near this preferences program. The settings in here must match those of your serial printer

isn't important. Many businesses will have a cheap 9-pin printer hooked up to their client databases ready to print a few thousand address labels. Or hooked up to their invoicing system, where fancy quality isn't important.

But if you want to write letters that don't look cheap and nasty, you need better quality. The next step up is a 24-pin printer; the pins in these are smaller, which means that the dots they produce are smaller, and so the characters they produce are of a higher quality.

These generally come with a few built-in fonts and produce so-called "letter quality" output. If you need a printer mainly for writing letters, a 24-pin impact dot matrix printer will be good enough.

BANDING

But if you want to print a lot of graphics, especially if you want colour, think again. Every impact dot matrix printer I have ever seen suffers to one degree or another from "banding" when printing graphics.

Because of very small inaccuracies in the paper feeding mechanism, the paper is fed through a little bit too much, or not quite far enough, which results in thin white or dark lines across the printout.

The main problem with all colour impact dot matrix printers is that the ribbons, which are quite expensive, get dirty very quickly indeed, so you can print only a few decent colour pictures before everything starts to look "muddy" because the ink from the black part of the ribbon is beginning to mix with the other colours.

If high quality graphics are important to you then forget impact dot matrix printers and start looking at ink jet, bubble jet and laser printers.

Ink jet and bubble jet printers use different methods to spray ink from a reservoir or cartridge on to the paper. Both are also dot matrix printers because the characters they print are constructed from a matrix of dots, just like impact dot matrix printers, except the dots are a lot smaller, which means that the characters are of a higher quality than impact dot matrix, even though the claimed dots-per-inch (dpi) resolutions may be the same or similar.

Be warned that some cheap ink jet printers are not high quality, emulating old 9-pin Epson printers. Look for a graphics output resolution of at least 300 or 360 dots per inch. Be warned also that because their paper feed mechanisms works in exactly the same way as impact dot matrix printers, some of the cheaper bubble jet printers also suffer from banding.

'If you need a printer for letters, a 24-pin dot matrix will do...'

The only "jet" printers I have seen that don't suffer from banding are the Hewlett-Packard DeskJets and the Canon BJ-200 and BJ-230 bubble jets. And even then you need to use special "coated" paper to get the best results, which is quite a bit more expensive than the ordinary varieties.

HIGH QUALITY

For printing colour graphics, the first printer you should consider is the Hewlett-Packard DeskJet 550C, which costs about £500-£600. This printer can produce superb results on the proper Hewlett-Packard paper. Nothing cheaper is able to produce decent printouts of 256-colour, HAM and 24-bit graphics.

Believe it or not, laser printers are also dot matrix printers, for exactly the same

Troubleshooters' guide

If you select the Print option from a program and nothing gets printed, there are five basic things that you can check...

1 Is the printer broken? Look in your printer manual to find out how to execute the machine's self-test. If the self-test works, obviously the printer is not broken.

2 Is the printer cable broken or incorrectly wired? The easiest way to check this properly is to connect another printer to your Amiga using the same cable. It would be best if you got someone who knows how to properly set-up the Amiga for printing to check this.

3 Is the printer's parallel/serial port broken? The easiest way to check this properly is to connect the printer to another Amiga, using a different cable if possible.

4 Is the Amiga's parallel/serial port broken? The easiest way to find out is to connect some equipment to your parallel/serial port which you know works because you've just seen it working on another Amiga.

There are three peripherals that commonly use the parallel port: hand scanners, sound/video digitisers, and printers. A modem is the most common peripheral that uses the serial port.

5 Is the software setup correctly? The most common problem people have when printing is that a requester pops up saying that the program can't print for one reason or another. Almost all of these error requesters get displayed because the Amiga can't find one or more system files that is required for printing.

These files are expected to be in certain directories on the disk from which you booted. If you haven't booted from the Workbench disk as supplied by Commodore – many applications are supplied as "bootable" disks for example – the chances are that there are important files missing, or there might be old or new versions of files on the disk that are not completely compatible with the older or more modern version of Kickstart in your machine.

No matter how awkward it may seem to you, the Amiga was designed to be booted from the Commodore Workbench disk, not from anyone else's version of a Workbench disk. So if you get an error requester when printing, boot from a proper Workbench disk, leave that disk in the internal drive, run your application from a second floppy drive, and try again. What? You've only got one disk drive? So buy another one!

Remember that many printers contain more than one printer emulation, and if the machine is set to IBM mode, for example, and you use an Epson printer driver, you will probably get garbage. The emulation and the printer driver have to be matched.

Understanding CMD

CMD is one of the most useful tools provided with the Amiga, yet is probably the least understood and used of the Workbench utilities.

According to Commodore the letters stand for Change Main Device, which doesn't describe its function particularly well because the program does nothing more complicated than enable you to direct printer output to a file instead of a printer.

Printing to files has various uses. An obvious use is if you don't have a printer, but a friend does, and he says he'll do your printouts for you.

So you could format your document in a word processor, set everything up perfectly in whatever fonts and colours you want to use, load and position any pictures you want to include, then, before selecting the Print option, run CMD.

By default, the output from whatever program is doing the printing will be directed to a file in RAM: called "CMD_file". It will print using the printer driver you have selected in Workbench printer preferences, so before starting you must have selected the correct driver for the printer which will be used.

After copying the CMD_file from RAM: on to a floppy disk, you trot round your friend's house, slip the disk into his drive, open a Shell window and type:

```
COPY DF0:CMD_FILE TO PAR:
```

Note that the file is sent to PAR:, not PRT:. When you originally printed the CMD_file to disk, the output went via the PRT: device, and the printer driver inserted specific printer control codes in the file for the printer(s) that driver was intended to be used with.

Because all those printer-specific codes are in the file we don't need the printer device to do it again, so we can send it straight to the printer down the parallel (PAR:) port, completely bypassing the PRT: printer device.

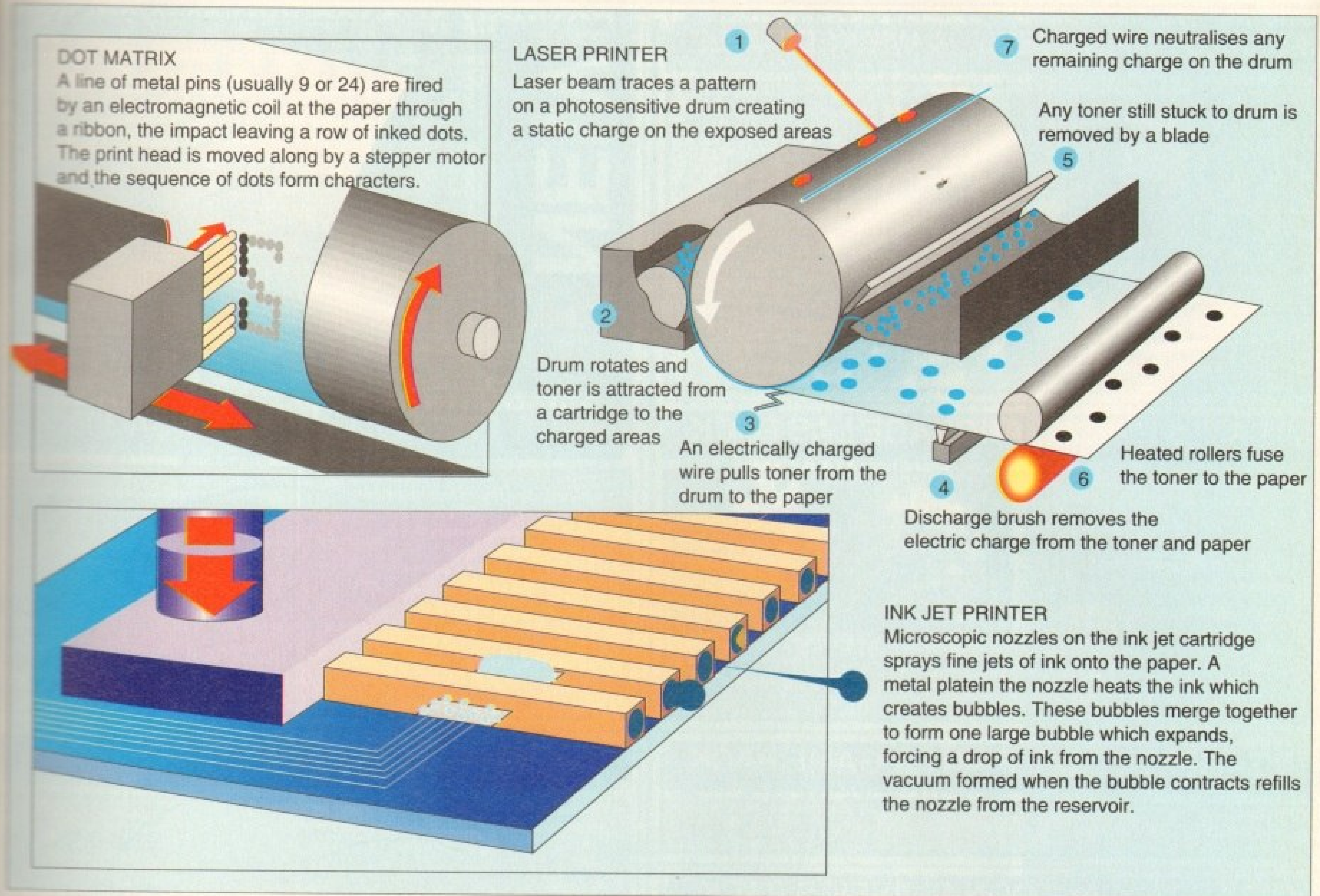
This assumes you are using a printer connected to the parallel port. If it's connected to the serial port simply replace PAR: with SER:. CMD works for both text and graphics. You could print a picture to disk from Deluxe Paint, for example, take the CMD_file round your friend's house and print it on his printer by Copying it to the PAR: device.

But remember, before printing at your end you must ensure you have a printer driver selected that works with your friend's printer.

The path and filename for the CMD_file can be changed via Tool Types. Click once on the CMD icon and select Information from the Icons menu. You'll see five Tool Types in there – DEVICE, FILE, SKIP, MULTIPLE and NOTIFY.

DEVICE will be parallel or serial, depending on which port you have your printer plugged into. FILE is the path and filename of the file that gets created. By default it is ram:CMD_file, but you can change it to anything you like – DF0:Mypicture, Work:Printer/cmdfiles/report, or whatever.

SKIP tells CMD to skip any short initial write the software makes to the printer. This is normally a printer reset code, and if you don't want the printer to be reset before



reason that ink jets and bubble jets are. Laser printers use heat to glue extremely fine particles of "toner" on to the paper, and because the toner isn't wet (like ink is) there is no chance of getting fuzzy output from the ink soaking into the paper and spreading. You get very sharp edges with laser printers, even on ordinary paper. Banding is almost non-existent with laser printers, but like everything you buy, the quality of lasers varies with price.

Some of the cheaper models use a quite coarse grain of toner, which means the dots produced will be that much larger, and this can sometimes result in something that looks similar to banding. But there are no bad laser printers, only better ones. If you are thinking about a laser printer, keep in mind that many of them come with only 512k or 1Mb of memory.

Neither of these amounts of memory is enough to produce A4-sized graphics at 300 dpi, like pages from desktop publishing programs for example; you need at least 1.5Mb. If the laser printer has an even higher resolution – like the 400dpi Ricoh LP1200, or the new 600dpi LaserJets – then you'll need more memory still, at least 4Mb for 400 dpi and 6Mb for 600 dpi.

---

printing, set this to TRUE, otherwise leave it as FALSE.

By default CMD works with one print job at a time. After you've printed something, if you want the next print job to be directed to a file you need to run CMD again. The MULTIPLE Tool Type set to TRUE enables CMD to redirect all printed output to files until you tell it not to.

Whatever filename you've specified in the FILE Tool Type will be appended with "000", "001", "002" and so on for subsequent print jobs.

The NOTIFY Tool Type just tells CMD whether to put up progress messages or not. TRUE means do it, FALSE means don't.

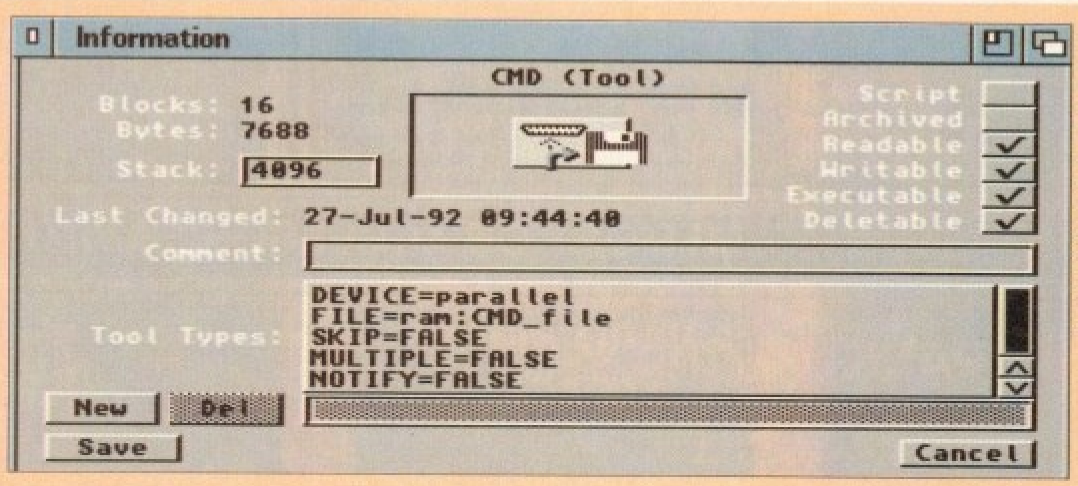
NOTORIOUSLY SLOW

CMD is also useful for getting programs that are notoriously slow at printing to print more quickly. Because printing to a file in RAM: can be done much quicker than printing to the printer, the program doing the printing gives control back to you much more quickly.

You can then flip to Workbench, open a Shell, Copy CMD_file to PAR:, flip back to your application and carry on working while CMD_file is printing. I know a lot of Professional Page and Wordworth users who do this all the time. The file CMD creates is computer independent – by that I mean that any computer that is able to send a file direct to its parallel or serial port will be able to print your picture, document or whatever, even though it has been created on an Amiga.

Many people I know who have a PC and a laser printer at the office use this technique to print all their Amiga documents at their employer's expense!

Of course, if you want to do this you'll have to copy the file(s) on to a disk that is readable by the computer that will be doing the printing. If it's a PC you can use CrossDOS or the shareware MultiDOS to create MS-DOS format disks which are readable by both PC and Amiga.



If you are still using Workbench 1.3 your Information window will be called Info and will look slightly different to this, but the Tool Types are still the same

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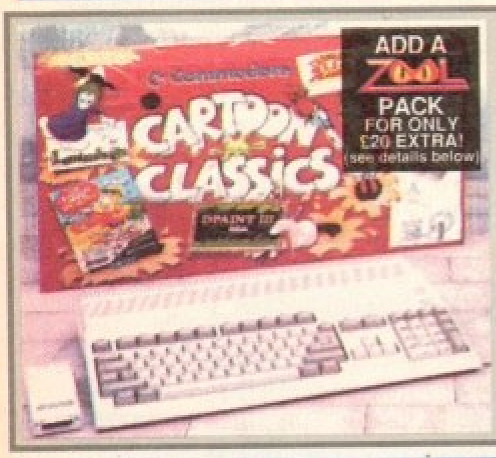
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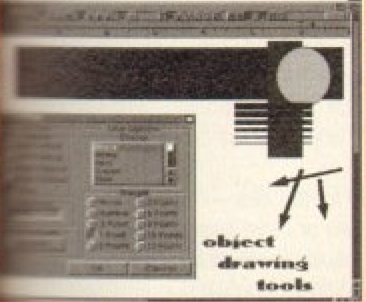


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…plete control over how your documents look, now you have it! Final Copy II incorporates: …Screen Drawing Tools for generating boxes, borders, and lines or arrows at any angle, Multiple Newspaper …snaking columns, combined with the unique ability to print the same PostScript quality outline fonts - on …utely *any* printer in portrait or landscape. These all mean that no matter what you may have thought, no …Amiga Word Processor has all the capabilities that Final Copy II users now simply take for granted!



The almost endless list of features includes On-Screen Object Drawing Tools (no more importing of borders from drawing packages to frame graphics or reverse-highlight text) with selectable rulers to aid precise positioning. Text Auto-Flows around graphic objects and imported pictures, which can be placed anywhere, scaled *and* cropped, with *no* loss of printing quality. Text can also be printed actually *over* graphics (refer to *"The Tiger"* heading on our document). No other Word Processor for the Amiga offers all this. *(*Compugraphic fonts require Kickstart 2 and Workbench 2.1 or later, with Final Copy II. They will not output on PostScript printers from any Word Processor - and would always be our second choice. †All fonts used in Final Copy II can print to the highest resolution that the printer will output).*

Amiga Format think we have the Best Word Publisher. We'll show you why with a list of features that users tell us are important (below).

If you'd like to know who's also chosen Final Copy, Commodore specify it as an option with some of the most powerful Amigas available in the United States. What better recommendation could you have?

	Feature	Wordworth 2	Final Copy II
Fonts and Printing	Compatible with Standard Amiga Workbench 2 Compugraphic Fonts	YES	YES, But would Suggest use of Better PostScript Fonts
	Compatible with Standard Adobe Type 1 and Nimbus Q Scaleable Postscript Fonts	NO/NO	YES/YES
	PostScript Font Outlines on all Printers	NO	YES
	Maximum Number of PostScript Fonts	Limited to a total of 35	Infinite
	Download Extra Fonts to PostScript Printer	NO, Can't download extra fonts	YES, Automatic
	Landscape (Sideways) Printing on all Printers	NO	YES, Automatic
	Reclaim Printing Resolution (Quality) of Scaled (Reduced and Enlarged) Graphic Images	NO	YES, Same High Quality when Reduced and Enlarged
	Print any Text or Graphic in Colour	YES	YES
	No. of Colours Printed in Imported Pictures	Limited by Screen Mode Used	Output as Original Image
	Graphics Printing (HAM & IFF ILBM)	Good if Graphics not Scaled	Always Best Possible
	Text Width (Compress and Expand)	NO	YES
Graphics	Variable Text Obliquing (Slanted Text) Both Positive and Negative Attributes	NO	YES
	Box, Rounded Box, Circle, Oval, Line, Variable Border & Arrow Drawing Tools	NO	YES
	Crop (Trim) to Size Imported Graphics	NO	YES
	Supports A1200/4000 AGA Chipset	YES, 256 On-Screen Colours	YES, 256 On-Screen Colours
	Create Border around Graphics and Pictures	NO	YES
Editing and Formatting	British-English Spelling Checker	YES, Collins Proximity with Legal & Medical Supplements	YES, Collins Proximity with Legal & Medical Supplements
	British-English Thesaurus	YES, Collins 826000 Synonyms	YES, Collins 826000 Synonyms
	Page View Magnifications and Reductions	One Fixed Print Preview	7 Variable stages - 25% to 400%
	Edit Document while Magnified or Reduced	NO	YES
	Search & Replace (150 words in 9000, 7 Pages)	61 Seconds (On Amiga A1200)	7 Seconds (On Amiga A1200)
	Index and Table of Contents	YES, Automatic	NO, Requires Manual Entry
	Multiple Newspaper Style Snaking Columns	YES, 2 to 32	YES, 2 to 6
	Style Sheets, Master Pages, Title Pages	NO	YES
	Uses Standard Amiga Clipboard for Cutting & Pasting to and from Different Applications	NO	YES
	Small Caps Typographical Control	NO	YES
General Features	Conforms to Commodore's Amiga Standard 'Look & Feel' Guidelines	NO, Non Standard User Interface	YES
	On-Screen Maths (Column Addition)	NO	YES
	Import ASCII Text from any Word Processor	YES	YES
	UK Registration, Upgrade and Support	YES	YES
	Free Memory Required	1.5Mb. Minimum More Recommended	1Mb. Minimum More Recommended
	Free Ongoing Technical Phone Support	NO, £38 per year after 60 days	YES, Free of Charge
	Recommended Retail Price	£129.95	£99.95

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Ezra Surf's Postbag

Dream machine

Reference your correspondence regarding wishes for a favourite Amiga, I confess to upgrading to an A500 Plus shortly after its release but was not caught out again by the A600.

I am still waiting for a 32-bit machine with a built-in hard drive (preferably SCSI) and sufficient memory to run my latest upgraded WP and DTP software which at present I cannot use due to waiting for such a machine.

The computer should be complete in one casing and not need endless plug-in items such as power packs, second floppy drives, hard drives, accelerators, and so on to make it a worthwhile combination.

A composite and complete unit seems commonplace in the PC world, yet the Amiga continues to rely on additional plug-in units to achieve its true potential, even though this involves an untidy mess of interconnections which is unreliable and space-consuming.

How about a 32-bit Amiga A2400 laptop with choice of CPU and memory size to suit the individual's taste, requirements, and pocket, complete with built-in PSU, floppy, and hard drive to really compete with the PC laptops?

R C Poynter, Worcester Park

Are you listening, Commodore? The users speak! Judging from the number of letters we've had over the past year from those of you who would buy a portable or laptop Amiga, there's a fair-sized market of mobile Amiga users.

Commodore, of course, have a long and proud tradition of listening closely to every suggestion and criticism made by the buying public and acting on them, so we should see some progress on this one soon, shouldn't we? By the way, did I ever tell you about my flying pig?

Lost treasures

Having read a couple of months ago of Infocom's adventure game collection entitled Lost Treasures of Infocom, I have contacted numerous software distributors with the intent of buying this collection for my Amiga.

Unfortunately, every single company told me either "it's not been released yet", "we've never heard of it", or "we can't get hold of it".

I would be very grateful indeed if you could supply a phone number or an address of a company who can sell me this collection.

David Young, Oswaldtwistle

Despair no longer! Lost Treasures of Infocom, a collection of 20 classic text adventure games from the superb and, sadly, now defunct Infocom range, is available from Eagle Software (081-889 9172) and costs £29.99.

Good old A2000

Can you tell me how many times I will read about the A4000/030 before someone points out that it's slower than my A2000 with GVP combo, less expandable, incapable (due to its crippled 68EC030 chip) of some of the tasks my "old-fashioned" Amiga can carry out, and useless for ray tracing in its basic form because there's no maths chip?

Call me a traditionalist, but I'm unlikely to give up the joys of using a SCSI drive controlled direct from my 40MHz combo card for a cheapo IDE drive, and the advantages of AGA graphics seem a little less glamorous when I sit smugly before my monitor displaying a high res 24-bit Retina display with no flicker and no faffing about with mode promotion and all that gubbins.

Commodore have taken a good chip set and hedged it in with garbage storage, terrible CPU support, a cut down system box with fewer expansion slots, and a Workbench which doesn't know whether it's coming or going.

I can wait just as long as it takes with my "outdated" machine until the bozos in charge decide to release a decent Amiga which offers new technology throughout and doesn't compromise on the extra bits.

Jason McGarrigle, Aberdeen

I've no doubt there are a lot of A2000, A1500, and A3000 owners out there who agree with you on the advantages of the older machines if they have already been expanded and had money spent in accelerating them or bumping up their graphics.

However, you can't deny that though flawed in some ways, the A4000/030 is a definite improvement over older Amigas as far as price to power ratios are concerned.

True, a beefed-up A2000 will often be far too useful a machine to drop in favour of the A4000/030, but owners of A500s looking to upgrade won't be rushing to buy older models.

Price hike

I have been buying *Amiga Computing* since issue 31 which was around the time I purchased my A500. I think the mag has always been good, and the new look it has been given recently is even better, especially the Gamer Globe part. Please keep up the good work.

Recently I have noticed at the top of

Prize Letter

No more demos, please!

I am writing in response to G H Jones's letter on page 56 of your June issue as I have almost a totally opposite view to that forward. At the end of your reply you asked for the letters to keep coming in, so here goes.

One of the main reasons for buying your magazine as I have been doing every month since May 1991 has been your CoverDisks.

They have, in my opinion, been vastly superior to those of another magazine I buy in that instead of having the whole disk full of a demo for a new game which only keeps me interested for about five minutes, they have been full of a range of shareware programs from tunes to games, Workbench hacks such as Ameko, and serious utilities like virus killers.

I feel that this style of disk should be kept in every issue, and any extra full programs you choose to add should come on a second disk. While I, like G H Jones, find it annoying to pay an extra 96p for a disk containing a program I don't use, I offset this against an excellent program such as Protext which saves me many pounds.

I use this program all the time and it easily out-does Kindwords 2 which I was using before, and Scribble (given away by your competitor).

I do, however, find it very annoying when I've paid £2.99 for a magazine with a CoverDisk and there is nothing on it that I'll ever look at again. This month's CoverDisk (June) was just saved by Virus Checker v6.22.

The gist of this letter, I guess, is to say please don't fill the CoverDisk with demos or full programs. If you do have a full program, then please put it on another disk even if it costs an extra 96p. After all, an £80 wordprocessor for 96p can't be bad.

Nick Burton, London

Your letter reflects a strong current of opinion among readers of the magazine who have been with us for a couple of years in that you find our old style of CoverDisk an attractive buy.

We appreciate this sentiment shared by so many readers, and as a result have resisted the temptation to indulge in playable game demos and have, where possible, always tried to squeeze shareware programs onto the disk beside the commercial software.

June's disk had very little space left, which is why only Virus Checker found its way on, but the July disk, containing the superb Bars&Pipes Jr, had three useful extra programs carefully selected to appeal to as broad a base of readers as possible.

We hope that this format for the disk – one commercial program accompanied by two or more popular shareware titles – will be adjudged a happy medium by old and new readers alike, but the possibility of doubling up and going for two disks is still there. Again, we would urge any reader with strong views on this one to drop us a line.

your magazine two purchase prices, one for UK buyers, the other for overseas. My gripe is that I purchased my copy of issue 60 from Gibraltar Airport's Sky Shop at a price of £3.75.

The magazine had the overseas price of £3.25 covered by a price tag for the higher amount. Is the shop allowed to do this? Does it really cost 76p on top of the £2.99 to ship a magazine to Gibraltar? If the shop is allowed to do this, then the overseas price printed on the magazine is of no use to anyone.

Maybe getting a subscription would be the answer? I'll just ask the wife!

SAC Pardoe, Station Flight, RAF Gibraltar

The magazine distribution business in the UK is organised such that everyone sells magazines for the same price, but this does not apply to overseas retailers.

If a shop decides to add a profit margin of its own, the only thing stopping it is a move by customers to another shop which sells for less. Anyway, the subscription is a better idea as you say, and can't the NAAFI stock our excellent magazine?

Got something to say through the pages of AC? Ezra Surf is our mailman, dedicated to reading your letters and selecting the most interesting for publication. Drop him a line at:

Ezra Surf's PostBag , Amiga Computing Adlington Park, Macclesfield SK10 4NP

Please don't enclose saes as Ezra just hasn't got enough paper to reply personally. He might also have to shorten your letters, so don't be offended if you end up getting the chop.

No launch

I think you were far too condescending to Mr Tony King of Thalion regarding A320 Airbus in your May issue. I had a number of problems with the program, most serious of which was inability to save the flight log without causing read/write errors on the disk.

I used who knows how many disks and replacements from the software house from which I purchased the program, all to no avail.

No other program caused these problems and I eventually sold it in disgust. Pity, because like flight simulators.

Which brings me to another point. A while ago I purchased Virgin's Space Shuttle by mail order only to find that the program would not run with my A500 Plus and GVP A530 combo. Anyone want to buy Shuttle?

At that time it was the only program I had bought which would not run on this combination. I have programs like PageStream, DPaint III, Protext 5.5, F19 Stealth Fighter, Formula One Grand Prix, and so on, which all work fine, so why not Shuttle? Microprose's B17 Flying Fortress interested me, so with the benefit of experience I rang Microprose to see if B17 would run with an A530. I was told no, so at least I have saved some money, but I would still like to know why it doesn't run. Microprose have other programs which work on my A530, so why not B17?

Could it have something to do with the fact that both B17 and Shuttle were ported from the PC? If so, it's time the programmers started to produce ported programs which are written to the Amiga guidelines. Your comments would be appreciated.

J Farrar, Hayle

To be fair to Microprose, most of their simulation games appear on the PC before the Amiga, and many of them have few if any problems with accelerated machines. True, the first B17 release suffered from a few compatibility problems, but the company have said they'll look at these.

On the other hand, there are far too many software houses which do make enough efforts to ensure that complex sim games work with non-standard accelerated Amigas such as those using GVP boards.

Users of this sort of machine are exactly the sort one would expect to be queueing up for B17, so making sure it worked on as many accelerators as possible would be the sensible step.

Of course, if hardware and software manufacturers were to stick more closely to Commodore's guidelines in the first place, problems with compatibility would be far less numerous.

Elusive old floppy

Help! I've been trying to track down a 5.25in disk drive for the past three weeks without success. Trilogic had them, but unfortunately no longer stock them. Do you know of anywhere I can lay my hands on one, even second-hand?

Also, is it sensible to change my A500 Plus to an A600 or A1200 so that I can buy one of the cheaper IDE hard drives?

S E Burns, Co Down

You should be able to buy a 5.25in floppy from ZCL (0543 414817) or Silica (081-309 1111), as either of these distributors should still be able to supply the Commodore 5.25in drive.

As for upgrading, I wouldn't bother with the A600 unless you're only interested in games. If you really want to upgrade from your A500 Plus, go for an A1200HD.

You can either purchase one with a Wang warranty or opt for one of the third-party kits which have less extensive warranties but are cheaper. Most will be advertised in this issue, so sit back and do some armchair shopping.

Maxi cost?

After purchasing your magazine at £3.95 with "free" Maxiplan4 spreadsheet package, I sent for the manual at £9.95. I now find there is a data disk that I need before I can produce databases and macros. How much is it going to cost me to complete my "free" spreadsheet package?

I am 61 and computing is new and fascinating to me. I can't get the hang of games – I find they are a waste of time except for Jimmy White's Snooker – and I've had a great deal of fun with Maxiplan4. I'm sure I would have more with this data disk.

E R Benton, London

You don't need to spend any extra money on a data disk in order to make use of Maxiplan4 – simply format a blank floppy and use it as your data disk onto which all new worksheets can be saved. Refer to the manual if in doubt as to how to do this or what to name the disk.

CD tommyrot

The current argument for games being priced at £25 and in many cases well over goes something like this: Programmers' wages + musicians' wages + artists' wages + packaging + marketing + overheads = price.

In addition to this there's the damage done by the chaps (Mr Booth's own words were too picturesque to print – Ed) called pirates. I am not knocking the current prices, as overall I think it a fair sum in comparison to wasting loads of dosh for a film you'll only watch a couple of times. However, can someone please tell me how CD prices are calculated?

If a CD game uses, say, 6Mb of CD space (ie 6/7 normal disks), and the bigger the program the more expensive the costs of programming it, then it'll cost more than a floppy-based game. How then can companies make a profit from charging just £20 for CDTV games? There are three possibilities:

1. Pirates are blatantly killing their own games scene and that of everyone else who can't afford a CD drive.

2. CD games will make no profit and are really produced by a bunch of software houses doing a lot of good work for "charriddeee" but they don't like to talk about it.

3. Present disk-based games which have 4Mb or less of sound and graphics – much less than many cheaper CDTV games – are being produced by a bunch of software houses who are taking the piss and they don't like to talk about it.

I hope I haven't offended anyone as I've no intention of doing so. I just want an answer to this interesting question.

Daryl Booth, Ramsgate

It is an interesting point that, though CDTV games are virtually unpiratable, they often contain a great deal of coding and information over their floppy-based rivals while remaining in most cases either the same price or cheaper.

No software house which still has all its marbles is going to answer a question as loaded as that which you posed above, but it is to be hoped that the repeated airing of genuine disillusionment such as this will prompt the industry to adopt more realistic pricing.

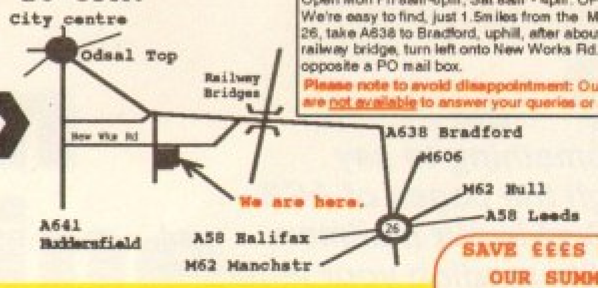
In the opinion of this humble pundit, the quicker we can all convert to CD the better. CDs don't suffer from read/write errors, they can't be pirated in the usual way, they negate the need for disk swaps, and carry infinitely more information.

In short, they make floppies look the way floppies made tape storage look – sad and out of date.

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Delving into Shell

In the second instalment of his AmigaDOS series, Mark Smiddy looks a little closer at the workings of the Shell

In the first part of this series you created a working AmigaDOS disk, learned how to open the Shell and touched upon the raw basics of how to reach the commands. Now let's take a better look at the Shell.

Boot the machine with your working AmigaDOS disk. Locate the Shell icon (if you followed last month's instructions, it will be on the Desktop already) and open it. As before, the Shell window will open and display its default prompt – ready for you to enter something. Now enter the first line below. Don't enter the prompt and do not forget to press Return at the end of the line – just try it once:

```
1>ADDBUFFERS DF0:
DF0: has 20 buffers
1>
```

This is quite a long command and will take some time if you are a poor typist. Did you get it right? If not, AmigaDOS will respond with an error – for instance:

```
1>ADDBUFFERD DF0:
Unknown command: ADDBUFFERD
1>
```

If you were clever or careful enough to get this line right first time, go straight to the top of the class and retype it with a deliberate spelling mistake like the one above.

All is not lost. The Shell has some simple "word processing" properties and can remember the last few commands you entered. This is very useful because it allows you to edit mistakes and make subtle changes to commands.

Locate the cursor keys on your keyboard (there's four of them arranged like an upside-down "T"). Press the up arrow once. Notice how the command you entered has reappeared on the line? You will also see the cursor positioned at the end of the line beyond the last character. Press the backspace key (marked with an arrow, to the right of Del) a few times. Letters at the end of the line, to the left of the cursor, are deleted.

Now press the left arrow on the cursor pad. Notice how this time the cursor moves along the line without disturbing anything. Press the right arrow and the cursor moves the other way.

Keep the right arrow held down and the cursor will move to the end of what you typed (including any extra spaces) but not beyond that point. Now hold down either Shift key and press the left arrow. This time, the cursor moves to the start of the line.

Do the same with the right arrow and the cursor moves straight to the end of the line (you can get the same effect by using Ctrl-A; hold down Ctrl and press A to get to the start of the line, and Ctrl-Z to get to the end).

Position the cursor at the point where you made the mistake and use the backspace key to removed the offending letters. Now enter the correct ones, and continue this way until the line reads exactly as follows:

```
1>ADDBUFFERS DF0:
```

Press return and AmigaDOS will dutifully execute the command – hopefully correctly this time.

Now let's try a couple of different commands. It doesn't matter at this stage what the commands do, and Shell's output is not shown for clarity – but these are deliberately difficult to enter...

```
1>CHANGETASKPRI PROCESS=2 1>LIST SYS: ↵
LFORMAT="File is: %s%s"
```

Now let's add an extra argument to the last command:

```
1>LIST SYS: LFORMAT="File is: %s%s"
ALL
```

Did you remember to press the up arrow and just type the rest of the line? It's a lot less typing and much faster that way! Just suppose you wanted to use that ADDBUFFERS command again. Press the up arrow a few times; you will see each command you have entered appear again in reverse order – including any bloopers. This is fine if you have just typed a few commands, but what if you want to get to a specific command quickly? Hold either Shift key and press the down arrow. This will delete the entire line – alternatively, you can use Ctrl-U.

Now type the single letter A, then hold Shift and press the up arrow. Shell nips through its history buffer, locates the first line starting with A and displays it ready to be edited. You can also do this using Ctrl-R.

Shell reads the entire string from the prompt, so you can narrow the search by entering a more specific string: say "ADD" in this case. You'll learn more of this as your experience grows.

Press Shift-Down to clear the line and return to the end of the history buffer. Now locate the command LIST… ALL you entered earlier using the Shift-Up shortcut. Now watch what happens when you press Ctrl-W.

Go back through these steps and practise them. You'll soon find they come naturally – especially if you are a poor typist: like most computer programmers for example.

Now let's shift our attentions to disks and disk formatting. Disk formatting is quite a complex process achieved by some clever electronic trickery – a basic grounding of which is given later in this article.

Before proceeding any further though, make sure the write-protection notch on your working AmigaDOS disk – the one you booted from – is open. You will also need a fresh blank disk – preferably a new ➤



one straight out of the box.

From the AmigaDOS prompt, enter the following command:

```
1>FORMAT DRIVE DF0: NAME "BootDisk"
```

Insert the disk to be formatted in drive DF0: and press Return. Notice how AmigaDOS loads the format command from disk then the message appears.

If you move the AmigaShell window out of the way you will also note how the disk's icon has changed to DF0:Busy. If you have more than one drive, you can replace this command with:

```
1>FORMAT DRIVE DF1: NAME "BootDisk"
```

or if you have an A2000:

```
1>FORMAT DRIVE DF2: NAME "BootDisk"
```

Place the new disk in the internal drive (second drive if you have one) and press the Return key (Enter does the same on extended keyboards).

AmigaDOS will now start the format displaying some useful progress messages as it goes. If the formatting process finds a dud track the format will be aborted and

> The Shell has some simple word processing properties

you will be prompted for a different disk.

Thankfully, this sort of error is quite rare – even for unbranded disks – but if you get the same error on two or more disks then either change brand or get the machine tested. When the format is completed the icon changes back to say BootDisk.

Disk formatting is a process whereby certain timing information is constructed on the disk's magnetic surface. The Amiga formats disks with 160 tracks (80 each side) each containing 11 sectors of 512 bytes. This gives rise to the 880k formatted capacity. A couple of things are worth mentioning at this stage, although they are beyond the scope of what are normally considered "beginner's topics". You do not have to understand a lot of what follows, but it is useful groundwork.

In days gone by, disks had a series of sector holes arranged around the hub ring. As the disk spun, the holes passed over a light sensor – rather like a burglar alarm – and triggered a sector pulse for each of the seven or eight sectors. Later systems (5.25in) used a method of soft-sectoring where a single hole was used to trigger the start of a track.

The 3.5in disks used in the machine use an MFM or Modified Frequency Modulation format. Using this system, the start of each track is determined entirely in the format itself. The start of each track is dynamically encoded in the format using a "magic number" that could not normally appear under the MFM coding system.

This makes the disks much faster because an entire cylinder (pair of tracks) can be read or written in one go without having to hang around for the sector marker. This also helps explain why the Amiga can only get 880k of data on a normal disk rather than the full 1Mb unformatted capacity usually quoted.

The sectors have to be separated by a small gap so the machine can determine where one stops and the next one starts. The "invisible" data and sector gap is what accounts for the extra 120k of wasted storage.

Now the crunch: You cannot store 880k of user data (your stuff) on a disk. With the traditional Amiga filing system – one of those we'll use – it is only possible to get 837k; and even then, only at a pinch.

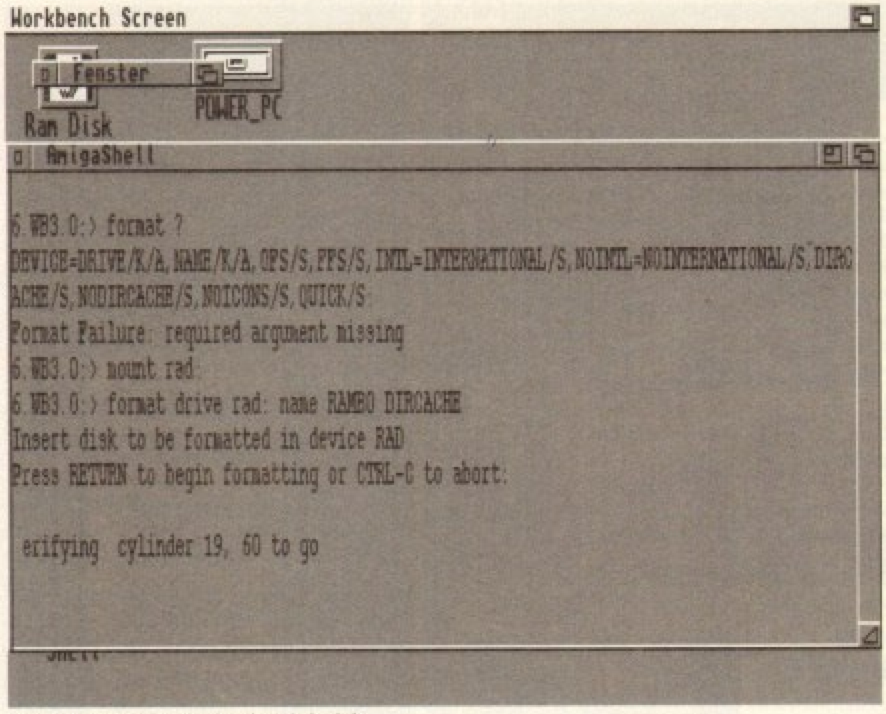
A filing system (often abbreviated to FS) is the software which determines the way information is laid down on a formatted disk. As far as a Workbench user is concerned, a disk could use any one of four filing systems and they wouldn't know the difference.

Although the filing system has little to do with the way disks are actually formatted (apart from a single ID byte) it is worth knowing the difference.

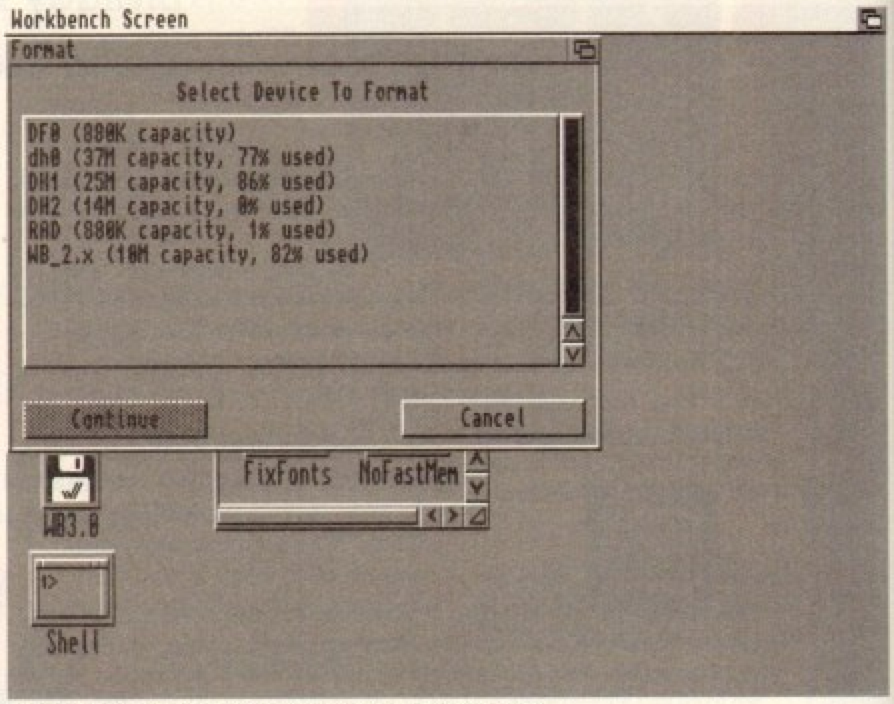
AmigaDOS will always choose the most appropriate format for any particular device – other options such as FFS, IFS and DCFS must be switched on when the format takes place. You can change a disk from one FS method to another by simply "quick" formatting it but this will irrevocably destroy all the information it held.

● *Next month – how to make a disk boot, and the AmigaDOS structure.*

AC



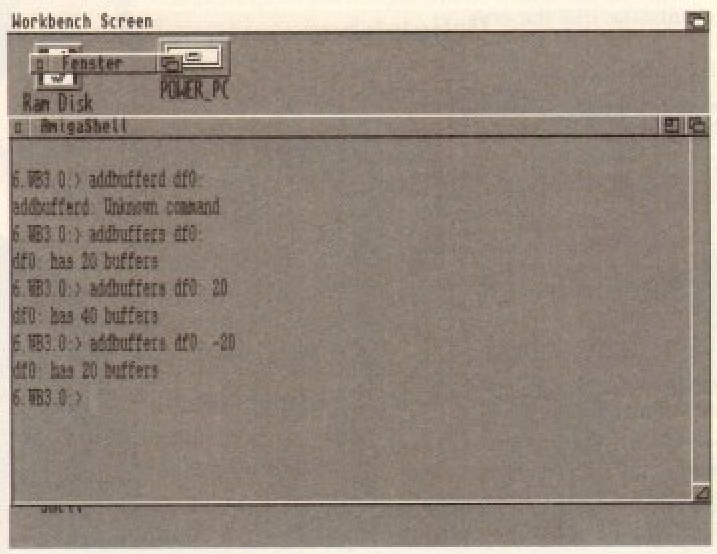
Formatting a disk is easier than it lookd



With intuition, formatting operations are much more friendly

Shell keyboard short-cuts

Cursor key	Ctrl Sequence	Action
Up	None	Back one line of history
Down	None	Forward one line of history
Left	None	Back one character
Right	None	Forward one letter
Shift-Down	None	Clear line
Shift-Up	Ctrl-R	Search History
Shift-Left	Ctrl-A	Start of line
Shift-Right	Ctrl-Z	End of line
Backspace	None	Delete character left
None	Ctrl-W	Delete word left



Addbuffers can make disk operations smoother and faster

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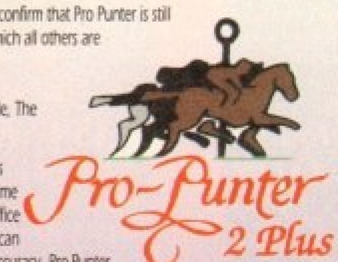
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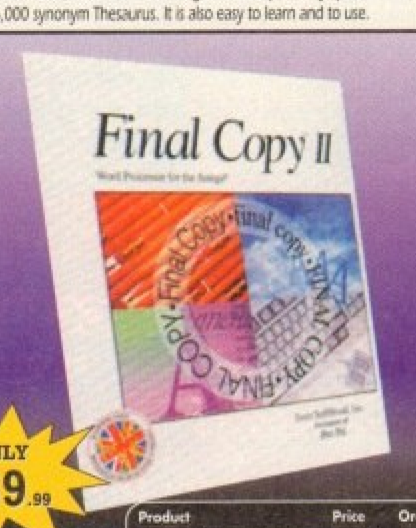
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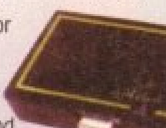
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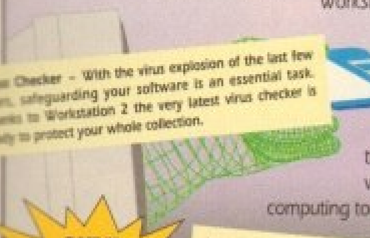
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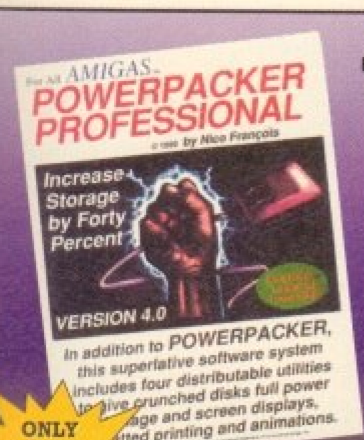
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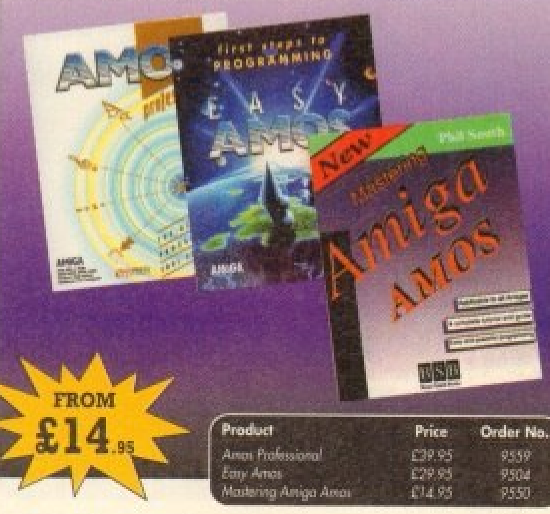


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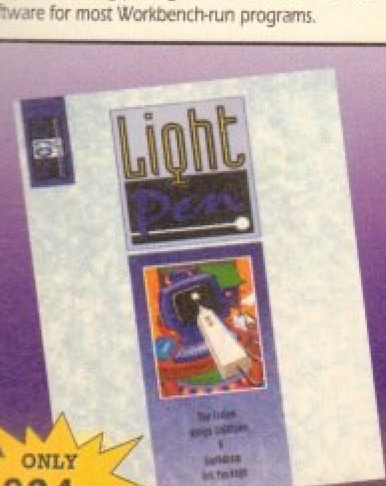


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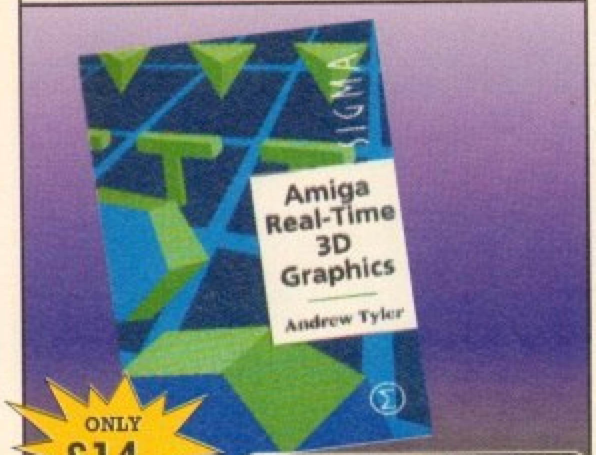
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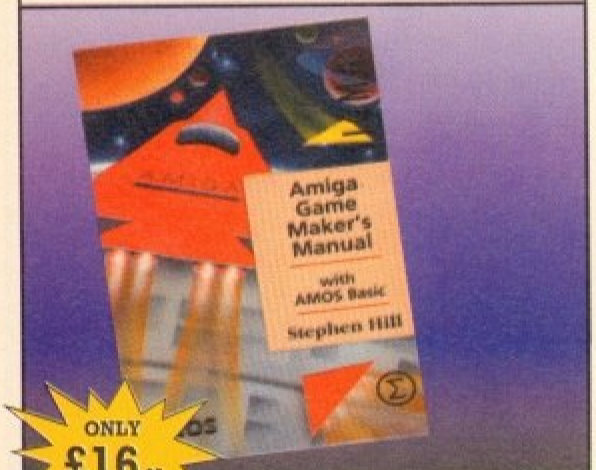
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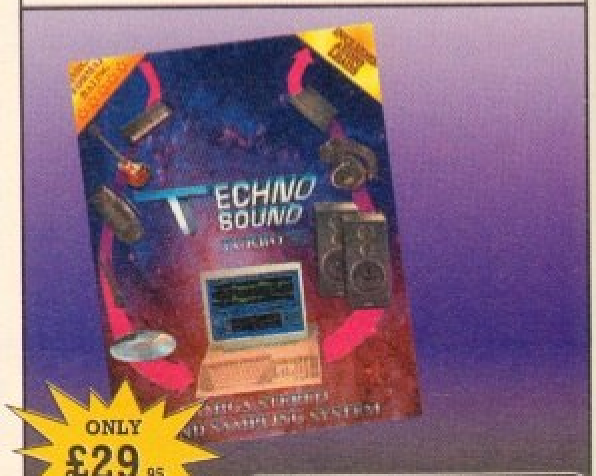
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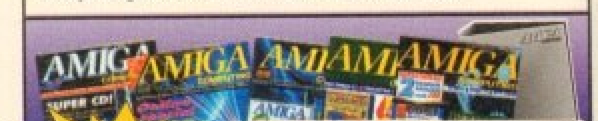


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AMC8

HiSoft BASIC
HB
PART 6

The sky's the limit

Paul Overaa finds no boundaries to this powerful language as he winds up his programming series

Screens are one of the fundamental building blocks of Intuition-based Amiga displays and with HiSoft Basic screen creation couldn't be easier.

Opening a high-resolution, non-interlaced, 640 x 200 pixel 3-bitplane (eight colour) screen, for example, can be done with this single command:

```
SCREEN 1,640,200,3,2
```

Window opening is just as straightforward. To open a window in the above screen we might use the following statement:

```
WINDOW 1,"TestWindow",(20,10)-(600,190),1
```

Screens and windows that are explicitly opened should always be closed before your program terminates, and here is a short example which illustrates how this is done.

The program opens a window in a custom screen and then uses a nested loop arrangement in conjunction with the HiSoft Basic Circle statement to draw some coloured circles.

When the drawing is complete the window (and underlying screen) are closed and the program terminates. Palette statements are used to set up some arbitrary colours for the display:

```
DEFINT a-z : x=280 : y= 90 : radius=150
PALETTE 0,0,0,0 'black  : PALETTE 1,1,1,1
'white
PALETTE 2,1,0,1 'mauve  : PALETTE 3,0,1,0
'green
PALETTE 4,0,0,1 'blue   : PALETTE 5,0,1,1
'blue/green
PALETTE 6,1,1,0 'yellow : PALETTE
7,.5,.5,.5 'grey
SCREEN 1,640,200,3,2
WINDOW 1,"TestWindow",(20,10)-(600,190),1
FOR j=0 to 6
        FOR i=0 to 25
                CIRCLE
(x,y),radius-4*i,(i MOD 2)+j,,,.55
        NEXT i
NEXT j
WINDOW CLOSE 1
SCREEN CLOSE 1
```

Of course there's an awful lot more to HiSoft Basic's Intuition/graphics links than this. Menu statements allow you to add Intuition-style menus to your programs and on the graphics side there is support for sprites and more advanced graphics (including object collisions).

For now though, since this instalment is the last in the current series, it seems fitting to end by briefly outlining some of the areas of the language that will become of interest once you've got over the initial Basic learning curve hurdles.

One of the good things about HiSoft Basic is that its syntax is closely related to the original Amiga Basic and other Microsoft-style Basics. This means that converting programs to and from these various forms is usually straightforward.

HiSoft Basic does, however, have its share of enhancements and, as with most Basics, these include a number of less important language extensions.

For example there are Incr and Decr instructions that provide an alternative way of expressing increment and decrement operations. So, instead of writing x=x+1, HiSoft Basic allows you to write incr x.

While this latter shorthand form might sometimes be useful when dealing with long variable names or expressions it does tend to make code less portable and so is usually best avoided.

One of the things however which makes HiSoft Basic stand out from the competition is that most of its enhancements, rather than being of the trivial "bells and whistles" variety, have centred on the needs of the serious programmer.

For example the language supports recursion (allowing sub-programs to call themselves) and it provides good error trapping and break handling instructions which enable your program to branch to special routines when error/break conditions are encountered.

The usual type of machine code calling facilities are available but as well as this a powerful Calls statement exists which allows sub-programs to be called indirectly (using an address held in a variable).

HiSoft Basic also provides specialised Amiga goodies including links to the Amiga system libraries and a Systab function which allows access to a range of system variables (Intuition's message port, the WorkBench startup message, screen bitplane data).

The end result is that although the core facilities of HiSoft Basic make it an ideal language for the beginner, advanced Amiga programmers will find that there is little they cannot do with the language! AC

Know your commands

Command: PALETTE
Syntax: PALETTE colour_register, r, g, b
Purpose: Allows the RGB (red, green, blue) values of the specified colour register to be set. RGB values should be between 0 and 1.0 thus Palette 0,1,0,0 would set register 0 to full red and Palette 1,0,0,1 would set register 1 to full blue.

Command: SCREEN
Syntax: SCREEN Id, width, height, bitplanes, mode[,type]
or SCREEN CLOSE id
Purpose: This statement opens or closes an Amiga screen. The screen Id, which is used in subsequent Window statements, should be a number between 1 and 4. If type is omitted then the mode is specified using one of these alternatives:

1 low-res non-interlaced
2 high-res non-interlaced
3 low-res interlaced
4 high res interlaced

If a type value is given it is expected to signify the screen's ViewMode (see RKM mauals for details) and in this case the mode is ignored.

Command: WINDOW
Syntax: WINDOW id [,[title][,(x1,y1)-)x2,y2)] [,[type][,screen id]]]
or WINDOW CLOSE id
or WINDOW OUTPUT id
Purpose: Statements open and close windows. Last form identifies the current output window. (x1,y1) and (x2,y2) identify top left and bottom right of window respectively. Type specifies the gadgets and other window characteristics and for further details of acceptable values you should consult the HiSoft documentation.

Command: CIRCLE
Syntax: CIRCLE [STEP] [x.y], r [,colour][,angle_s][,angle_e][,aspect]
Purpose: Draws a circle, ellipse or arc of the specified colour using the supplied start and end angles.

BACK ISSUES

Missed some of the first five parts of Paul Overaa's excellent HiSoft Basic tutorial? Why not complete the course by ordering the relevant copies from our Back Issues Department.



With HiSoft Basic you won't be going round in circles for long!

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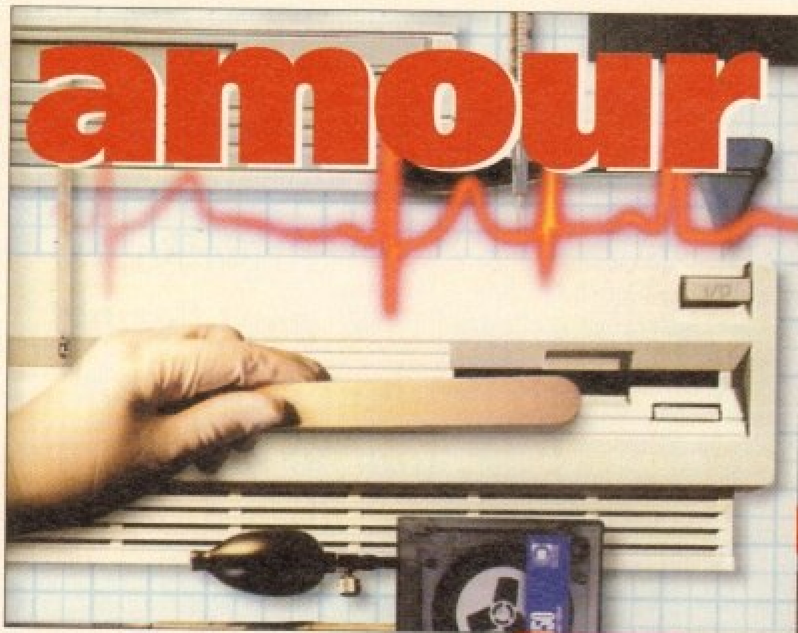
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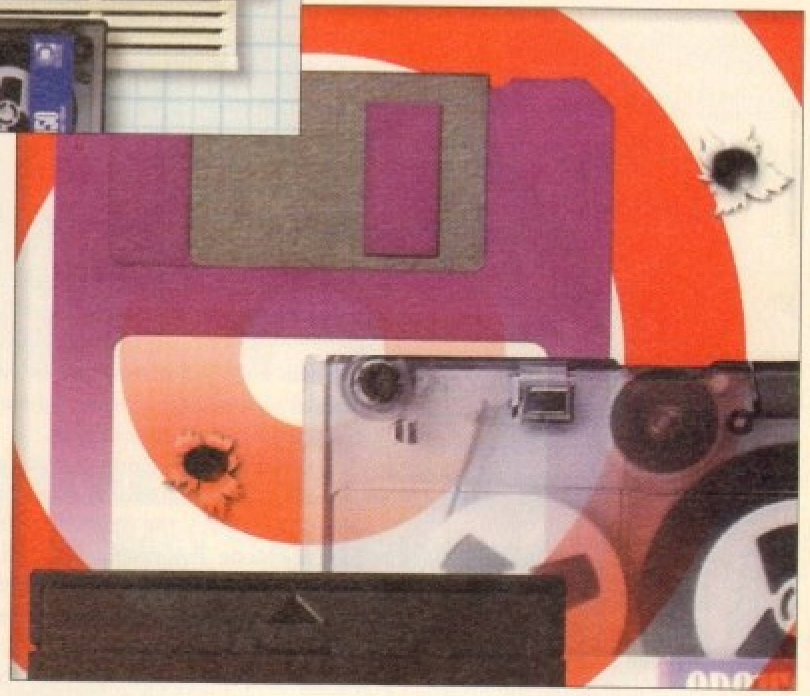
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Mon Ami



Could you fall in love with this twin collection of hard drive tools and back-up utilities? You might do when your drive next crashes, as Paul Austin discovers...



Dicky disks are a problem that affect even the most careful computer user at one time or another. As a result, software safety – whether it be on a hard disk or floppy – is an essential part of any system.

In the past, software security was primarily the domain of the PD with programs like Fixdisk leading the field when it came to reviving the dead, while software such as Chopper provides a means of managing, and more importantly backing-up, hard disk partitions.

Although still excellent, many of the shareware offerings do have their faults which in the case of Fixdisk means that repairs can only be applied to hard disks with a maximum storage of 42Mb.

In an attempt to plug the gap in the market, commercial developers joined the fray in the form of Central Coast/New Horizons with their Quarterback and Quarterback Tools duet offering similar features to the new Ami-Back range with hard disk backup plus repair for both floppies and hard disk partitions respectively.

Ami-Back Tools

Although Ami-Back comes in two forms it's probably the Tools – or maintenance disk – which will see the most success. As far as hard drive house keeping is concerned it's fair to say that Ami-Back Tools is probably the best utility I've yet encountered.

With the power of Quarterback Tools that's a fairly sweeping statement but it's the program's impressive array of extras that tip the balance in its favour.

Unlike the opposition Ami-Back Tools is more of a collection of utilities under a generic interface rather than a single evolving front end.

Starting from the top, AB-Tools opens with G.P. – otherwise known as the general practitioner – a program offering disk optimisation, which in simple terms re-organises the disks data structure to provide the most efficient performance possible. Although a pleasant touch, most modern hard disk controllers do a very good job at optimising performance and as a result only when the disk is full will optimising have any major benefits.

Disk Analyst comes next providing a find-and-fix procedure for problems within the disk structure itself. Common faults such as validation or checksum errors will be found and fixed – although it's possible to vary the programs operation so that faults will be simply located and added to an error list, repaired immediately or reported prior to repair.

RESURRECTION

After analysis comes the software's very own resurrection program in the form of Reviver. As the name suggests, Reviver is designed to restore deleted files.

However like all such software the process will only work effectively if the volume in question hasn't been rewritten to since the files where deleted. An added bonus is that even a Quick Format can be reversed breathing life back to even the most sickly software. Continuing the theme of reincarnation we have the next utility, namely 911-Recovery which as the dramatic title implies can be the last hope for an ailing hard disk.

If the unthinkable happens and your hard disk disappears without a trace, no longer appearing as a valid AmigaDOS volume, 911-Recovery can be used to savage lost data by backing-up the contents of the ailing volume to another, or alternatively on to floppies.

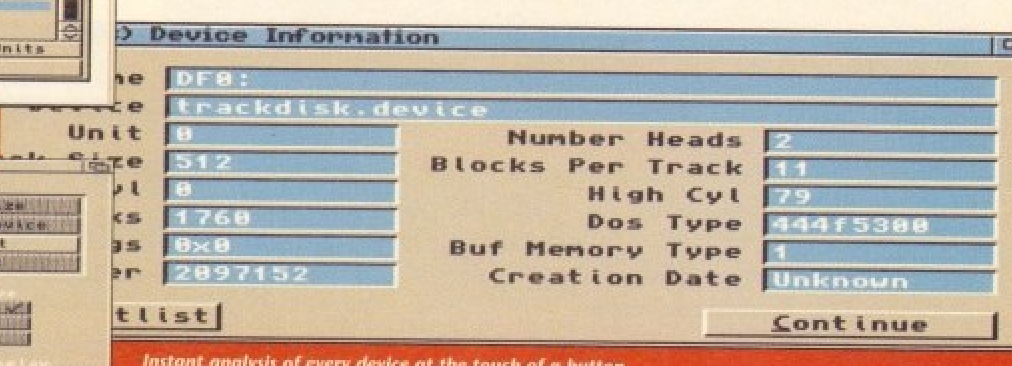
Next comes the curiously-titled Antiseptic which unlike the rest of the collection has been designed to destroy data rather than recover it.

In certain circumstances deletion of data can be just as important as recovery – prime examples being sensitive information you don't want to fall into the wrong hands or perhaps prior to resale of existing hardware.

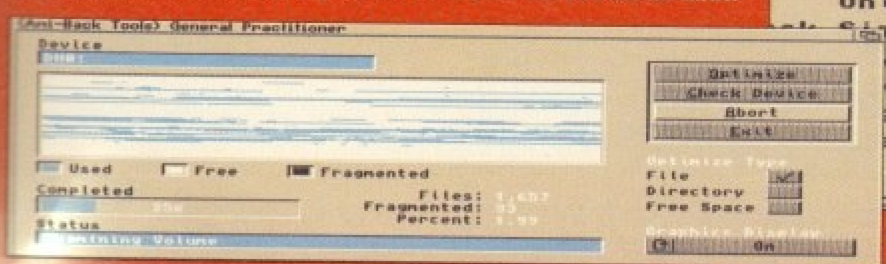
As experienced users will be aware, simply formatting a volume doesn't destroy the data and in fact it's this very principle that allows the vast majority of ➤



The Ami-Back main screen in all its glory. You name it and Ami-Back has the answer



Instant analysis of every device at the touch of a button



The optimising software allows you to get the very best from your system

recovery software to operate.

As a result, Antiseptic has been designed to totally eradicate any trace of existing data whether it be hidden in the free space or visible.

Once selected the space selected will be completely over-written and to be really sure up to five passes can be made over the volume which means only very advanced technology would be able to recover the information – and there's certainly nothing commercially available that in that league.

To close the collection, Lab Test offers the chance to generate a CRC database, or Cyclic Redundancy Check Code which simply snapshots all the information pertaining to the volume in question.

Once stored the file can be used to compare the database with what is actually contained on the volume with primary purpose being the detection of viral activity.

Ami-Back

Although just as feature-packed as its counterpart, Ami-Back is a much more dedicated package restricting its field of interest to hard drive back-up as opposed to salvage, optimisation or whatever else.

Above all, the program's primary claim to fame is speed and after testing against Quarterback – its main commercial opposition – the seemingly inflated claims of the Ami-Back marketing department seem to hold true. It took just 47 seconds to back up a 910k directory, while Quarterback doddered along at a rather embarrassing 77 seconds for the same operation.

In addition to speed, Ami-Back also offers flexibility in the form of support for not only floppies but HD floppies, hard drives, SCSI tape devices and even DAT – not that you'll come across many of those in the average Amiga setup.

Better still, the aforementioned SCSI tapes – or tape streamers as they're more often called – don't require any special software in order to be driven. And, tape backups themselves can be stored not only on single tapes but also multiples when necessary. On top of that, multiple fixed and variable block mode adds the finishing touch to tape streamer flexibility.

On a more traditional note, the program's back-up options also allow storage direct to a single AmigaDOS file or partition along with a special Image back-up unique to Ami-Back. Thanks to the aforementioned image feature even MSDOS, Amax or Unix partitions can be saved any restored.

However, such back-ups are restricted to the entire device and as a result it's impossible to selectively restore files as is the case with a standard AmigaDOS file system.

However even with the "all or nothing" approach Ami-Back still remains unique and very attractive to users playing host to alien emulators or DOS systems.

Regardless of what or where you choose to store you data, Ami-Back also allows password protection for those sensitive files you don't won't anyone else to get their mucky mitts on.

In addition to the back-up-specific options, the program also shares some similar features to its tool-laden namesake. First up is a version of the 911-Recovery software mentioned above. Although not identical it works in a similar manner by salvaging essential files from the wreckage of even the most terrifying hard drive disaster.

The next option is fairly reminiscent of CRC offered by AB-Tools. However in the case of Ami-Back the option is entitled Compare Mode. This simply checks backed-up data with the present system information in order to spot any potential loss or senility on the part of your archive. Aside from a good selection of storage options, handling and archive management can often be just as important and here again Ami-Back scores well with an impressive and often unique range of filters and intelligent file handling options.

> ### Asset sharing
>
> Both packages share an extra scheduler program allowing them to become totally automated, and as a result when active the program will fire up and apply the desired procedure at the month, day and hour you chose with accuracy down to five-minute increments.
>
> Obviously for floppy based back-ups this isn't particularly useful as someone still has to be on hand to swap the disk.
>
> However for the pro user with perhaps a tape streamer or back-up partition the option is invaluable and vividly illustrates the market that the Ami-Back range has been targeted towards.
>
> Alongside the scheduler both packages also share a common affinity with ARexx plus all versions of AmigaDOS.

"Arguably the most flexible backup program on the market..."

At the forefront of its intellectual options come the program's exclusion and inclusion filters which can be applied during both back-up and restoration allowing the filtering of file names, directory names, comments, protection bits and date stamps.

FILTERING

It's even possible to apply a touch of Boolean logic with AND/OR combinations allowing even more subtle filtering of the files heading either to or from the chosen device or file.

Continuing in an intellectual vein, the program thankfully provides the ability to skip missing disks during restoration as well as advanced individual file handling options which allow existing data to be either skipped, overwritten or renamed when necessary.

As ever we've arrived at the inevitable potted opinion, for not one but both Ami-Back and Ami-Back Tools. As for overall appear I think the features speak for themselves but as is the case with most power software, there's a price to be paid.

In the case of both packages the price in question is a rather lofty £69.95 which to be frank is quite a bit more than the average user would be willing to part with considering the proliferation of acceptable if not spectacular products in the PD or as shareware.

Having said that it must be stressed that nothing in the PD comes even remotely close to the power offered by the Ami-Back duet. As a result I can still envisage respectable sales to the pro and semi-pro market.

The aforementioned sales will probably be best reflected in the turnover of Ami-Back Tools which easily out-guns the existing version of Quarterback Tools (although the imminent release of QB Deluxe could alter the situation) but it would have to be a very dramatic upgrade to better AB-T's excellent collection of utilities.

As for Ami-Back – the situation is pretty much the same with an array of features that make it arguably the most flexible and certainly the fastest hard drive back-up program on the market.

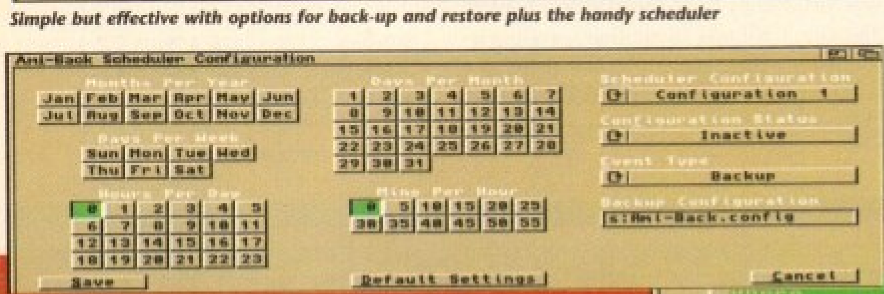
However it must be said it's not all good news for Ami-Back as it will have a very hard fight against the massively popular Quarterback HD back-up system which – although slower – has a strong position as the industry standard when it comes to large scale file transfer.

Obviously if you plan to use Ami-Back as simply a back-up method for your own files this won't be a problem. However if you need to send large amounts of data to other users Quarterback still has the upper hand.

> **Product: Ami-Back/Ami-Back Tools**
> **Supplier: Micro-Pace UK Ltd**
> **Tel: 0753 551888**
> **Price: £69.95 each**



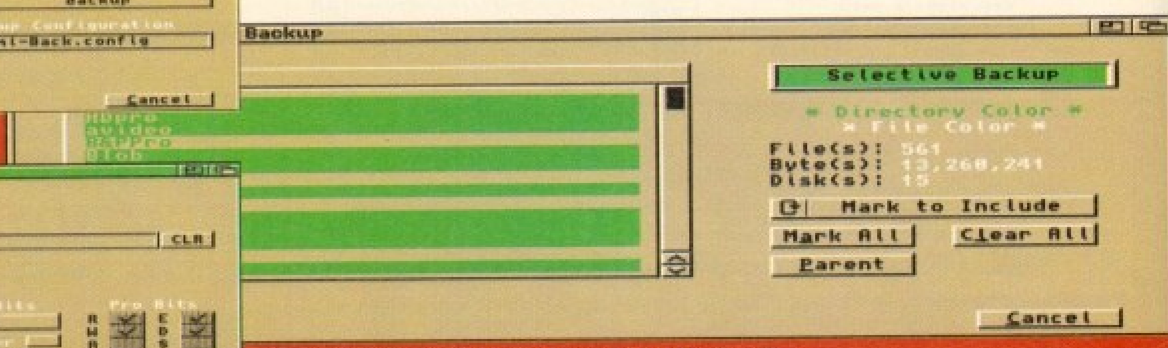
Simple but effective with options for back-up and restore plus the handy scheduler



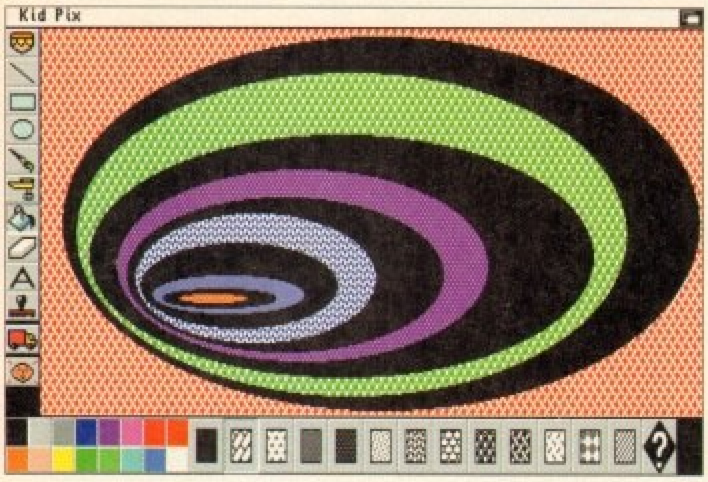
Take the hassle out of back-ups and let the scheduler take the strain



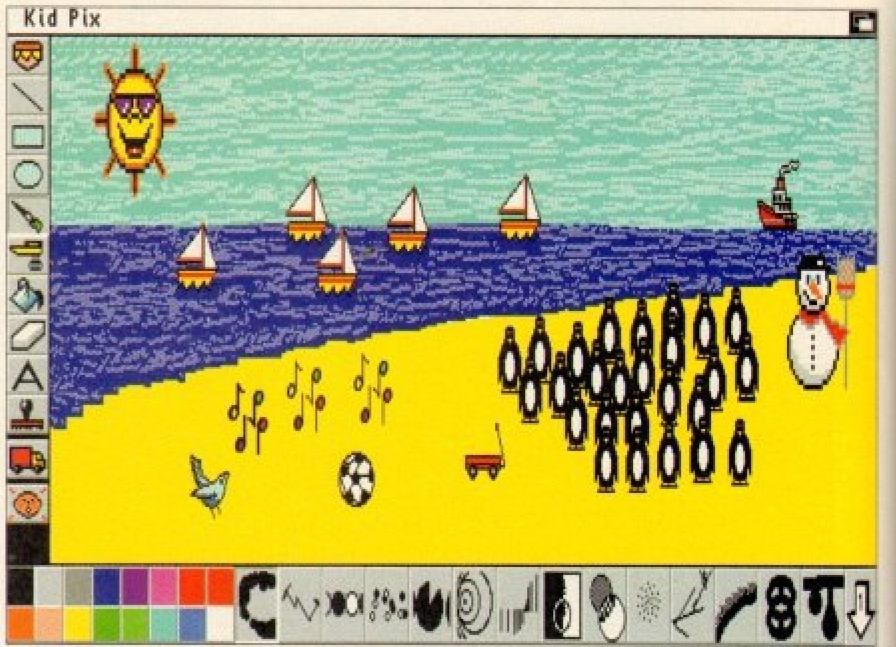
Select your device, pick a volume or file and sit back – it's that simple



Sometimes selective back-ups can save hours of back-up time



The fill tool provides plenty of patterns



Striated skies and choppy seas

Painting by numbers

Electronic Arts set the standard in the nursery with a paint package designed specifically for children. Colin Yarnall turns back the years...

As everyone knows, children love painting and now they can do it on the Amiga without having to negotiate a package designed for grown-ups. The likes of Deluxe Paint are just a bit too youngster unfriendly for the average child, which is precisely why Kid Pix came into being.

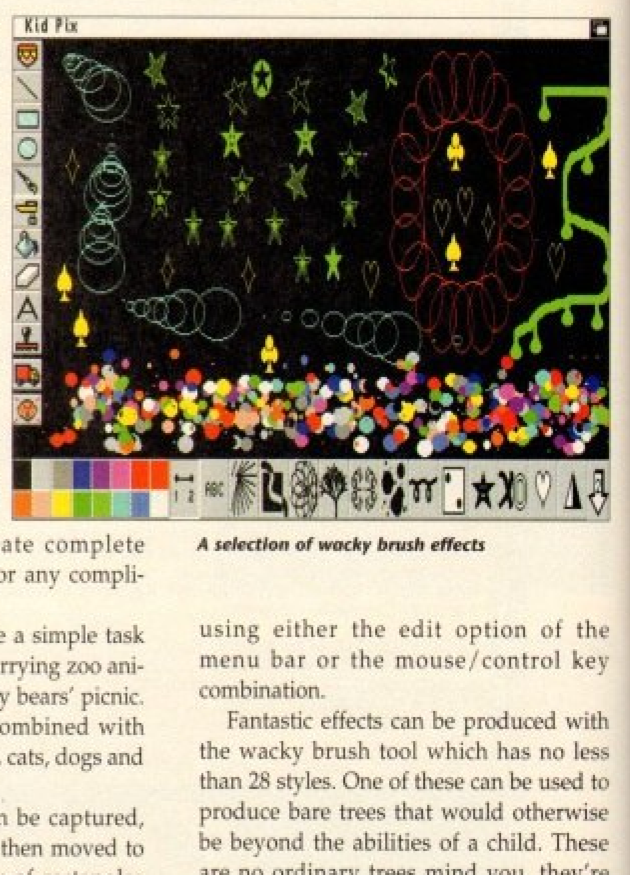
The package was originally designed by the father of a three-year-old as a simple, fun to use, computer paint pad. It was further developed, on the PC, to become a commercial product suitable for children of all ages. Now it has been transported to the Amiga to fill the gap in the market left by the more traditional art programs.

Apart from the disks and user guide, the box contains a sheet of six colourful sticky badges. Rather than being aimed at children, the manual is written for parents. Let's face it, kids will want to get straight into the program and younger ones won't be able to read anyway.

It isn't necessary to look through the user's guide before launching into Kid Pix as discovering how to use the package is an extremely enjoyable experience.

The package comes on three disks and hard drive owners will be pleased to hear that an install script has been provided. Because the third disk contains the French, German and Italian sound samples, less fortunate users do not need to access all three unless they are language gurus.

All the usual routines for drawing lines, boxes, circles and filled areas are present but these have been extended to produce some zany effects. Each tool has an array of attention grabbing styles and options plus an associated sound sample that is played to further retain a child's interest. There is a rubber stamp tool that has a total of 112 brush pictures that can be doubled in size. Although they follow themes including people, animals, transport and food, it is possible to design your own from scratch or customise the existing ones.



A selection of wacky brush effects

User-generated stamps are saved to disk for use in the next session and can be restored, at any time, to the ones originally supplied.

The great thing about the default stamps is that they have been designed to be used together, to create complete scenes, without the need for any complicated drawing.

For example, it would be a simple task to create a complete train carrying zoo animals on their way to a teddy bears' picnic. Hats and glasses can be combined with faces, 70s smilies, snowmen, cats, dogs and even a wide-eyed frog!

Sections of a picture can be captured, using the moving van tool, then moved to another position. A variety of rectangles may be used to define the shape of the cut.

Alternatively, the user can elect to use the magnet in order to grab an area of any size they choose. Rather than remove a large chunk, leaving a conspicuous white oblong, screen sections can be copied using either the edit option of the menu bar or the mouse/control key combination.

Fantastic effects can be produced with the wacky brush tool which has no less than 28 styles. One of these can be used to produce bare trees that would otherwise be beyond the abilities of a child. These are no ordinary trees mind you, they're fractal, which makes them more varied and realistic than pre-drawn ones could possibly be.

Forget complex equations, and overnight rendering times, because these fractals literally take no more than a cou-

Amiga left wanting

Sadly, the Amiga version lacks the full complement of routines found on personal computers. With the IBM version it is possible to triple a stamp size as it is pasted. There are also facilities within the editor to rotate and flip pictures. The inability to do the later on the Amiga reduces the number of available stamps by a factor of eight.

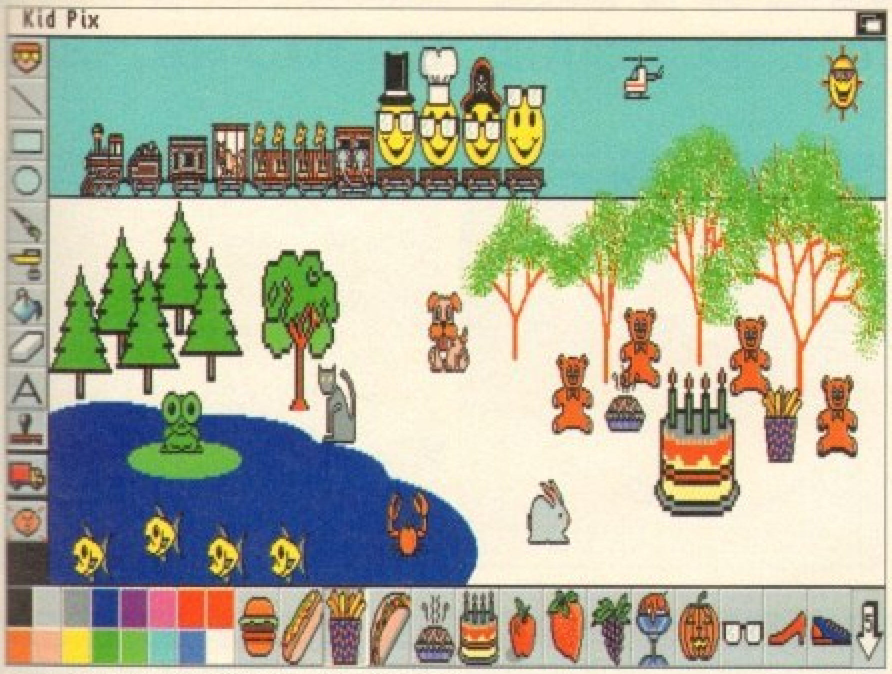
Strangely, an addendum to the manual puts shortcomings down to technical differences between the Amiga and PC.

A really glaring omission is the inability to load any files other than those originally created using KidPix.

The special file format used can be read by Deluxe Paint but any permanent changes to the file will render it unreadable by KidPix. The PC version uses PCX files, which are the standard format on that platform, thereby permitting pictures to be exchanged between packages.

These are not the only features to be omitted. The IBM version has features such as keyboard short-cuts, a toggle between sound effects and playing a song; plus the ability to stop drawing geometric shapes before they are completed.

There are no obvious technical reasons for these differences and they could well appear as the product is developed.



Stamps allow complex pictures to be created quickly

ple of seconds to produce! They are randomly generated at the click of a mouse button. The only brainwork required is deciding whether to make large or small ones.

By default they are little, but, by pressing the Ctrl key at the same time as the mouse button, larger trees can be generated. Adding the finishing touches, in the form of leaves, is a simple matter of selecting a colour and using the spray paint brush.

Thick 3D lines may be used as just that, or to create backgrounds. For example, combining blue paint with the 3D brush can result in striated skies and choppy seas. Pressing the Ctrl key at the same time changes the white 3D highlight to a selection of randomly-picked colours taken from a pastel palette.

In fact, pressing the Ctrl key with most wacky brushes reveals a hidden aspect. The additional paint effects vary from brush to brush but generally involves changing the colour, toggling fill, enlarging the brush or altering the shape of the affected area.

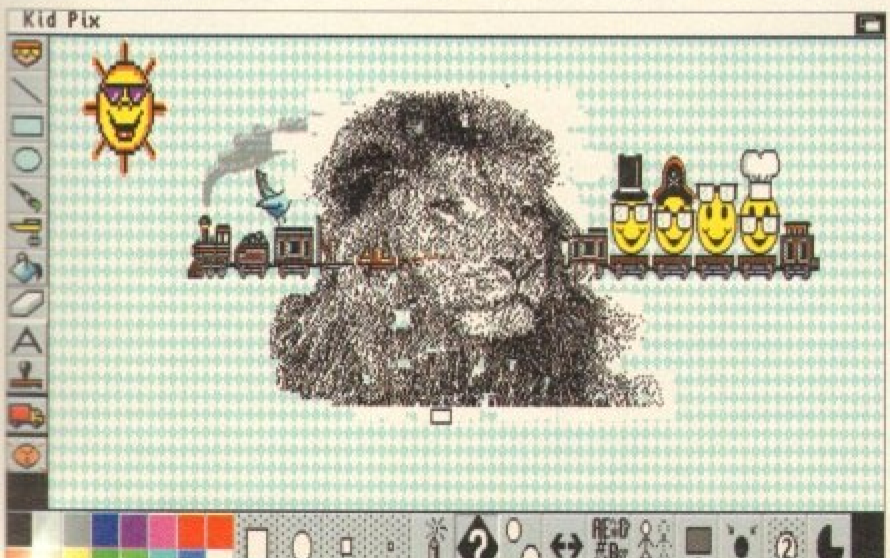
For younger children, who are more concerned with the process of painting rather than the end product, there is a drippy brush that simulates excessive amounts of paint.

> ***A variety of snowflakes are created at a flick of a button***

As a line is drawn, blobs of paint drip down the screen. Similarly, a leaky fountain pen is available which continually allows ink to flow even when the pen has stopped moving. This results in drip trails as lines are drawn, and pools where the pen pauses.

Problems could be encountered by young children if they discover the menu bar and begin to experiment. This is where the file options are located, together with facilities to change the native language and silence the sound feature.

Making the program kid-proof is achieved by entering a special mode which removes these routines, leaving all of the remaining tool options available.



Hidden pictures are revealed using the mystery eraser

The package doesn't stop at emulating real paint but provides effects that could only be produced on a computer. For example, there is a caterpillar pen which creates a paint trail that follows the mouse pointer around the screen. It is a cross between a kaleidoscope and the early computer game, Snake.

Connect-the-dots plots numbered points as a line is drawn then removes the line when drawing is complete. Lines may be drawn separately with the number sequence continuing from where it left off. The completed series of dots can then be printed out as a DIY dot-to-dot.

An amusing tool that goes by the name of Electric Mixer manipulates drawings to create instant patterns and effects. The night and day option inverts the palette; wallpaper extracts a rectangle from the picture and pastes it to create a tiled effect; broken glass fragments the drawing into large triangles, while the outliner draws around all of the lines in a picture.

The weather is almost always a feature of children's pictures and has been well catered for. A variety of snow flakes are created at the click of a button and, by holding down the Ctrl key at the same time, they can be melted to form rain drops!

A snowman, streaked lightning and the sun are all included in the set of stamps for added effect.

EDUCATION

Although the package was intended solely for playful drawing, it contains an element of education in the form of the text tool. When a letter or number is stamped onto the screen, a sample saying that character is heard. The voices are varied and provide a painless introduction to learning the association between these fundamental sounds and symbols.

There is also a wacky brush that paints consecutive letters of the alphabet or a user-defined text string.

Experimenting with lots of options can result in a complete mess. Simple mistakes can be corrected with the Undo function but more complex ones usually mean that it is time to start again.

The task of clearing the screen has been animated in a variety of imaginative ways, from a simple fade to an engulfing black hole. One of these exciting methods is called firecracker which explodes a bomb and sends shock waves across the screen.

Hidden pictures can be revealed using the special mystery eraser. As the rubber is moved across the picture, it slowly disappears to be replaced with a black and white drawing. There are around 15 mystery pictures including a lion, horse, ladybird, shell, eye and an elephant.

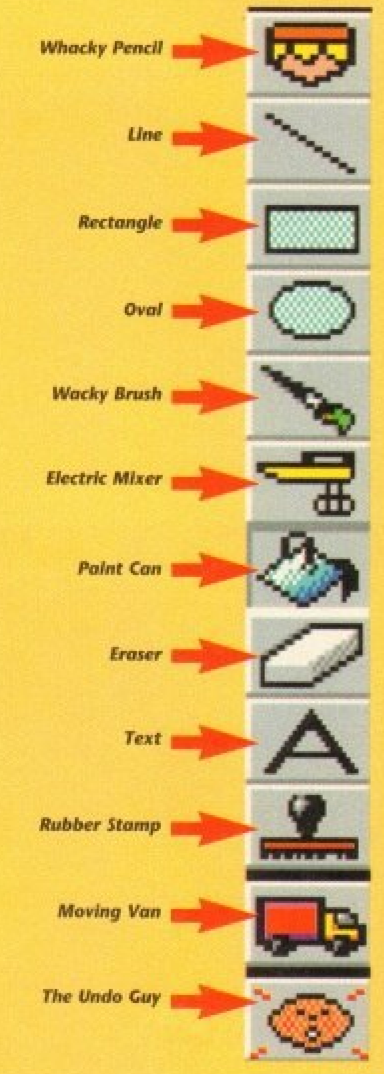
They are mainly composed of dots, giving them a grainy appearance, so a couple of pictures lack clarity. The decision to use this style of clip art was probably due to the fact that the palette is limited to 16 colours and cannot be altered.

Unfortunately, there is no facility to import your own clip art so this feature is likely to lose its appeal quite quickly.

Despite the shortcomings, KidPix is an exceedingly enjoyable and well designed paint package that will amuse children of all ages for hours at a time.

At the moment it is the only commercial art program we know of that is aimed specifically at a youngsters. It will therefore set the standard for its genre and, judging by its inventiveness, will continue to do so for some while to come.

The Toolbox



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RED = Essential YELLOW = Recommended

2 Mb RAM

Normal monitor

The bottom line

Ease of use 10
Implementation 8
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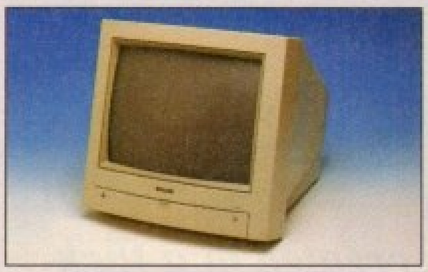
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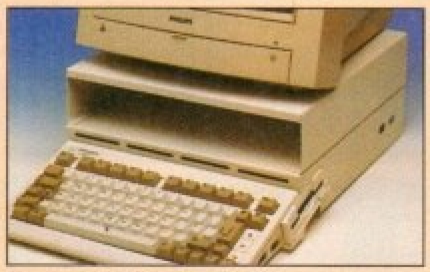
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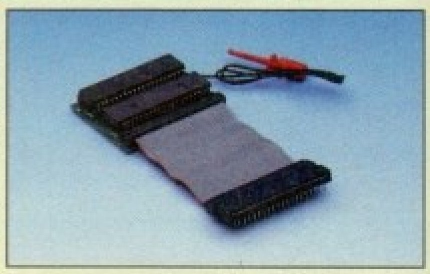
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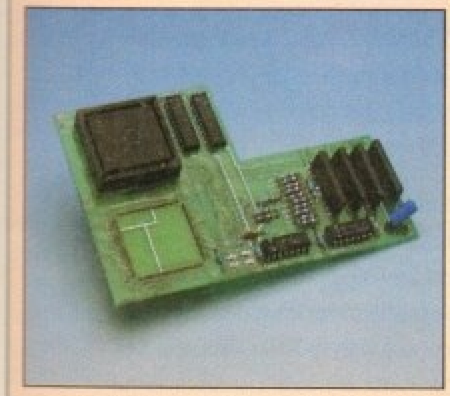
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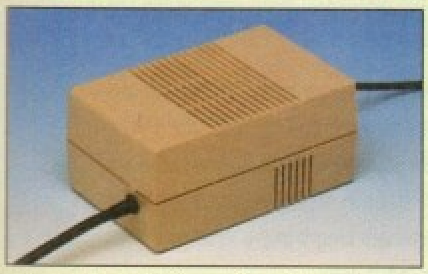
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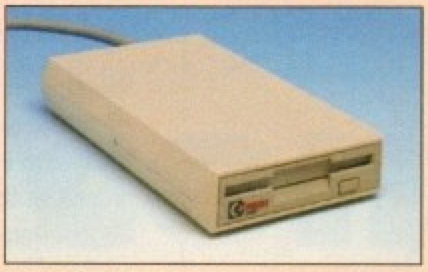
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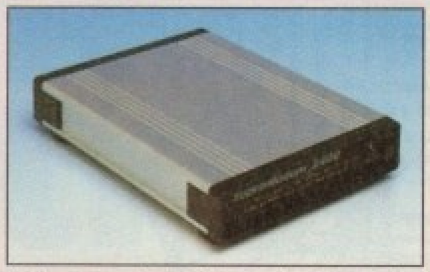
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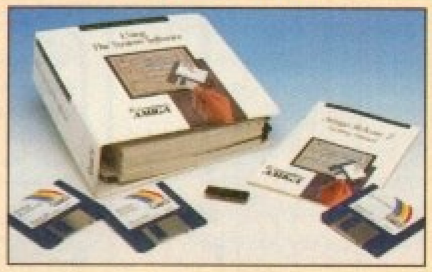
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Total control

Never has a sequencer afforded so much creatively-angled control over composition than Bars&Pipes Jr. *AC* continues its tutorial to last month's mega CoverDisk giveaway

After a month of solid tinkering there's a good chance that the hard core have already spotted at least some of the amazing power features within B&PJr.

However, with the program's plethora of sliders, buttons and assorted gadgets, I can guarantee even the most enthusiastic muso will have overlooked at lot of what's on offer.

If you can cast you mind back to the last issue you'll recall the mandatory whistle stop tour of the software, highlighting the essential set-up and basic editing options.

This month we'll be going quite a bit deeper with a detailed look at the program's multitrack editing, flags, and grouping options.

Before we start, please ensure you make a copy of the demo song on the CoverDisk. The reason for this is that we'll be using it to provide a common point of reference during the tutorial which you may wish to save in its edited form later on – under no circumstances save over the original!

Obviously for Midi users the internal sounds offered by the demo aren't exactly ideal. As a result, feel free to replace the Spare keys and Amigophone tools with Midi-In and Midi-Out respectively.

TOOLS

Tools can be removed by simple mouse selection followed by hitting the Delete key. To add a new tool simply drag a copy from another track or the tool box. When in position, double-click to open the tools requester – if available – and then adjust the various parameters where necessary.

You may remember from the last issue that the editing of individual tracks was covered – at least in brief. This month it's multitrack editing that comes under the spotlight giving you the power to editing across the entire composition.

Thanks to the proliferation of flags scattered across the top of the track window, actually spotting the multi-rack edit markers can be a tricky business. If you take a close look you should be able to spot a purple triangle which can be split into two halves between which becomes the edit area.

If you click on either half you should be able to drag it across the top of the track window. Obviously because the two markers form a sandwich it's impossible to move the right-hand marker to the left of its counterpart, and as a result attempting this will rejoin the two halves of the edit sandwich.

Before we go any further it would be wise to take a quick trip to the preferences window highlighting the Align With option which should reveal the flag alignment default settings.

If you've already experimented with the various flags you may have noticed that they tend to snap to a bar or measure automatically. Although confusing at first this offers a very easy way to make clean edits for cut and paste operations.

For our purposes select the measure option – a check mark should appear alongside. Now return to the track window and try dragging the edit markers and you should see the flags snap into position as defined.

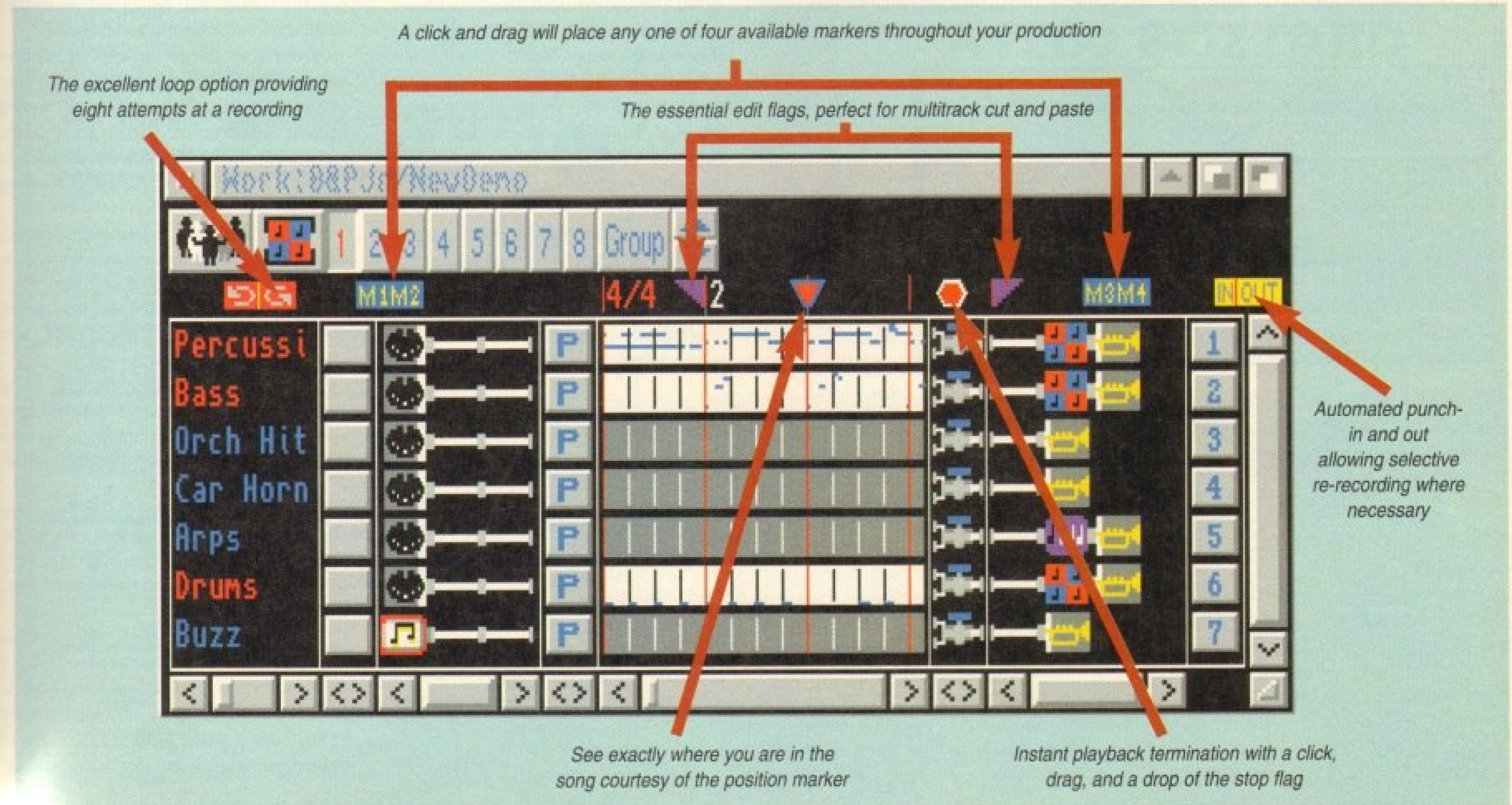
Before we perform the first edit, open the flag window and position it as shown in the screenshot. You can now either drag the edit markers as described above or alternatively type the figures directly into the flag requester.

For our example, set the markers so that the flag window reads 0001.01.00 for the input and 0008.01.00 in the output – thereby selecting the first eight bars of the piece.

Due to the size of the sequence area you can only see a three-bar section at any one time – as a result you'll need the assistance of the sequence drag bar at the bottom of the track window in order to set the appropriate edit points using the mouse. Finally move to the edit pull-down menu and select the cut option. Now rewind the sequencer, hit the play button and – surprise, surprise – the first eight bars are missing. Feel free to experiment with the various generic edit options available in the pull down – but remember the flags stay active and will automatically move to the next eight bars ready for additional editing.

In addition to the edit flags, another ten icons lurk alongside. Assuming the flag window is still open we'll work from top opening with the punch-in and punch-out flags.

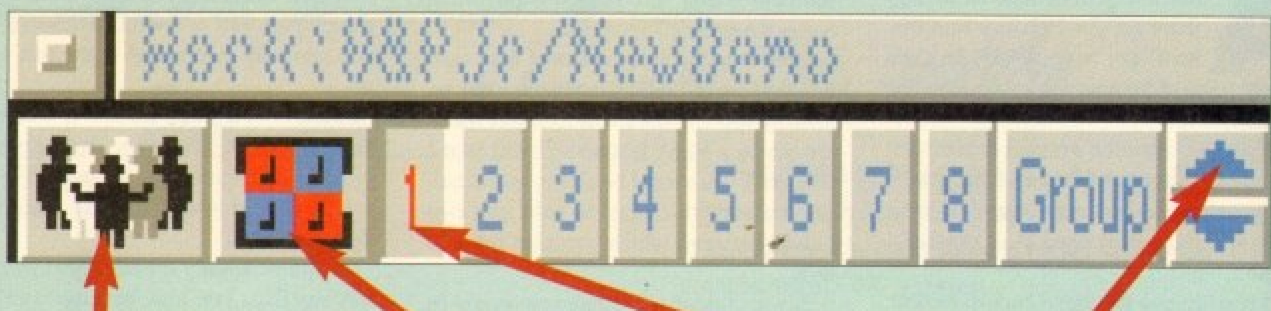
As the name suggests these flags are used to temporarily drop the sequencer into record mode and then back out at a pre – defined point. Punch recording is a popular ➤



technique in the studio allowing replacement of mistakes without the need to completely re-record an entire sequence.

In addition, punching-in can also be used to add extra notes to a section without overwriting the original by simply replacing the red R – record – with a M – merge on the tracks mode button.

To use the feature, simple drag the flags into position or type the appropriate figures directly into the flag requester. Next set the metronome – via the windows pull-down or window icon – with the lead-in of you choice.



Click here for standard, muted or solo track control

Add the tool of your choice to process the entire track

Making groups is simple and there is eight to choose from

Move any track with a simple click on the appropriate arrow

RED ARROW

Now move back to the track window and select the track of your choice – ensuring that a red arrow appears on the button beside the track name. Make sure the track mode button shows either a red R or M and that the appropriate input and output tools are in place.

If everything looks correct and you can hear output, move to the transport control and click once on the in-out control button – shown as a two arrows above a single line. As you do this the sequencer will jump to the IN point minus the lead-in defined by the metronome.

To record the section simply click on the Play button and the sequencer will move through the lead-in and automatically drop in and out of record mode as defined.

To practice the section follow the same procedure but make sure that record option is disabled on the target track – or indeed any other.

To review your work simply click on the IN icon within the transport control and the sequencer will automatically rewind to its position – the same applies to all the flag buttons in the transport.

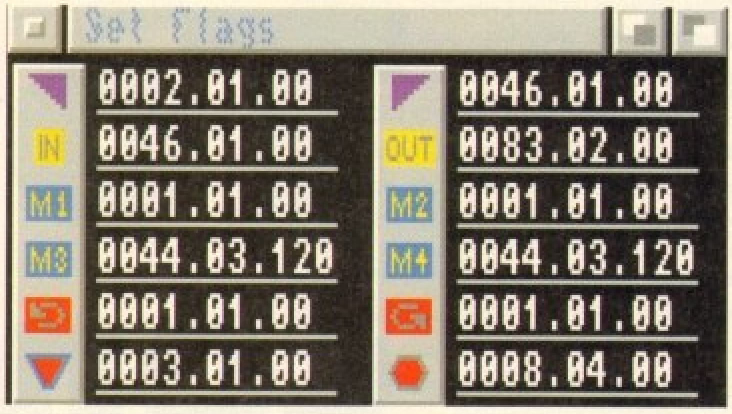
Next in the flag window run-down comes the program's selection of four markers which, like both of the above, can be dragged or numerically positioned.

Although not as dynamic as the punch-in function, markers can often be invaluable on bigger productions giving instant access to vital sections by simply clicking on the appropriate marker button to auto-locate any point in the song.

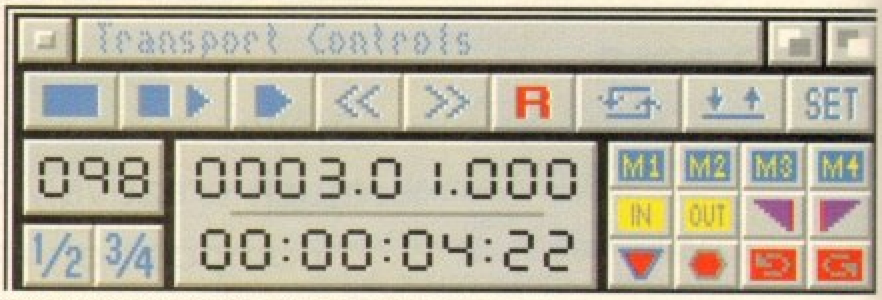
Once selected the sequencer will jump directly to the chosen point – even during playback. If the sequencer isn't playing a double-click will not only jump to the marker but also automatically begin playback. Better still if, set up to record – play and record both active – the same double click will not only jump to the marker but also add the metronome lead-in prior to recording.

B&PJr's loop option is a prime example of a real power feature which can so easily be overlooked by simply tinkering rather than following the tutorial. To use the feature simple drag or type the placement into the flag requester.

The flags themselves are represented by two circular arrows on a red background with the head pointing down for input and up for output. Assuming you've placed



The rather daunting face of the flag window offering the accuracy that only typing in the figures can provide



The transport controller makes moving around a song very easy

each flag at the appropriate position for the section ensure the track is set up to record and move to the transport window.

If you now click on the Loop button alongside the record button the sequencer will pause momentarily while setting up the loop and then return with a small requester. To continue simply click on the Play button and the sequencer will begin the first of eight passes over the looped section.

You now have eight opportunities to either try variations on a theme or perfect a solo. When the final pass is complete the requester will be replaced by another showing each attempt as a number which can be selected and thereby auditioned with the rest of the song.

When you've picked your favourite, simply click OK and that version will be written to the track while the rest are discarded.

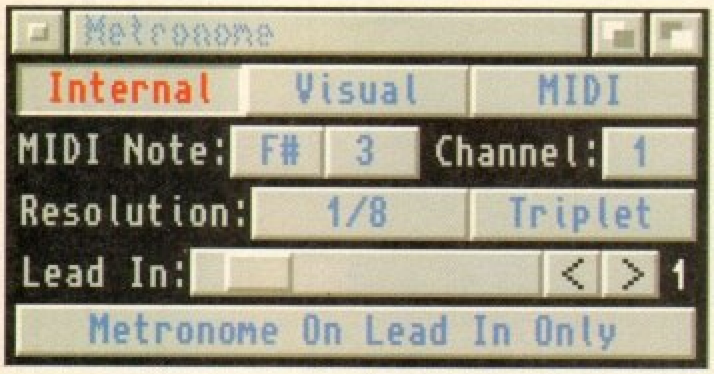
Better still, merge can also be used in addition to basic record, so if you only want to add a few embellishments to an existing section, replacing the R with an M in the track's input will give you the same eight attempts at perfection without destroying the original notes.

Bringing the flag collection to a close are arguably the least dynamic of the dozen, namely the song position and stop flags. Although both can be dragged just like all the others, it's likely you'll use them more often via the flag window.

In the case of the position marker, typing or dragging simply chances the current song position and as a result it's from this new point where the sequencer will kick in when the play button is hit.

As for the stop flag things are even simpler. To use it simply drag it to or type the position where you want to stop the sequencer, whether it be in play or record mode.

Alas that's all that space will allow for this month, however next time we'll take a close look at the various tools and how to use them, the mysteries of the pull-down menus plus a guide to the finer points of individual track editing.



Don't forget to add at least a one-bar lead-in prior to recording

Become a groupie!

Just above the flags you'll notice a bar full of assorted icons and buttons, the first of which is the solo/mute button which toggles the selected track or group of tracks between solo performance, a muted state or back to the default with all tracks playing in concert.

The following eight numbered buttons all belong to the group option. To create a group click on any of the number buttons followed by the group button itself. Now click on two or three tracks - each should light up in turn.

Click on the group button to de-select and then click on a different number. Your previous selection will now disappear – however if you now re-select the new group by clicking on its number, it should reappear.

Try clicking on the solo/mute button and you'll see the power of the grouping options in action. In order to assist grouping and tool connection the two up/down arrows alongside the group button can be used to move a selected track up or down the list. To try the function de-select the group, pick a track at the bottom of the window and hit the up arrow. Simple but effective...

Finally we've arrive at the toolize option – which you'll find sandwiched between the solo button and group numbers. To use the feature, drag an appropriate tool into the window, select the track or tracks to be processed and execute the toolize option from the edit pull-down menu. Although generally used for quantising, applying more exotic effects such as echo can produce some unusual and pleasant results.

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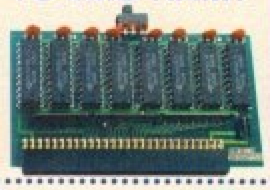
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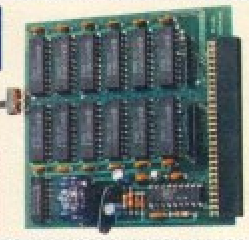
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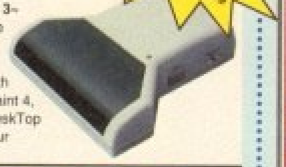
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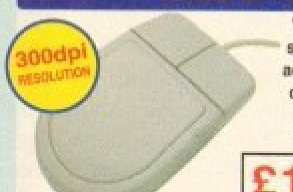
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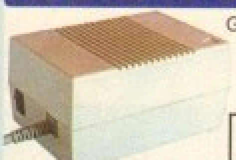


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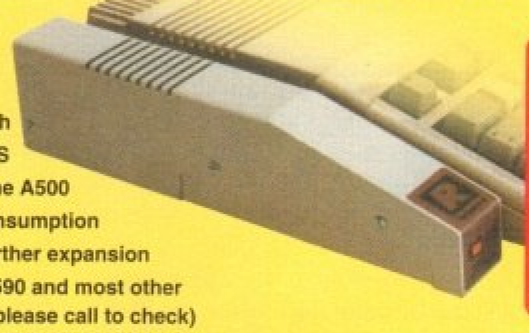
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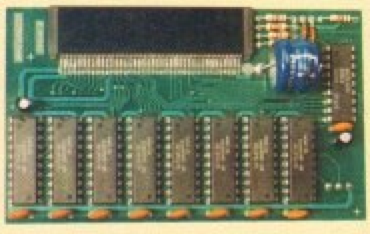
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Education on a shoestring

Phil Morse looks at a whole host of shareware programs that won't cripple the family budget

Education is a broad concept. Limiting a feature such as this to looking at programs designed to teach younger children only – the kind most people think of when education is mentioned – would be to rob the concept of its true meaning, for education is not ageist.

So in this feature, I've looked at some of the better programs on the market for all ages, and divided them into three groups: Infant, for pre-secondary school children; Junior, for those up to and including GCSE candidates; and Adult – training and tutorial programs for hobbies and skills.

All the disks featured here share one thing in common; they are not commercial. They have been written by and large by enthusiasts - parents with children of their own or schoolteachers with first-hand experience of those at whom they are aiming the programs.

Often the children themselves are responsible for some excellent stuff; computer literacy is being learned earlier and earlier by the youngsters of today, to the point where many are writing their own programs to teach themselves.

The programs reviewed are either free or "shareware", which means you pay the author a nominal fee – stated in the on-disk documentation, normally – should you find his or her work useful. At a time when many are complaining that free education is becoming paid-for training, here are a group of programmers who are involved in the pursuit of knowledge for its own sake. They deserve our support...

INFANT

Alphabet Teach

17 Bit, CLE12

Using the infant-friendly mouse as a control method, this program teaches co-ordination, vocabulary and the letters of the alphabet to younger children,

There's a useful parent/teacher preferences screen, which allows the setting of the number of spellings per session as well as the ability to toggle the colourful backdrop – great for those with fuzzy TV sets instead of monitors.

The preferences screen can be disabled with a password should this be required, after which it will cease to appear on the menu accessible to the child – a nice touch. Preferences can also be saved.

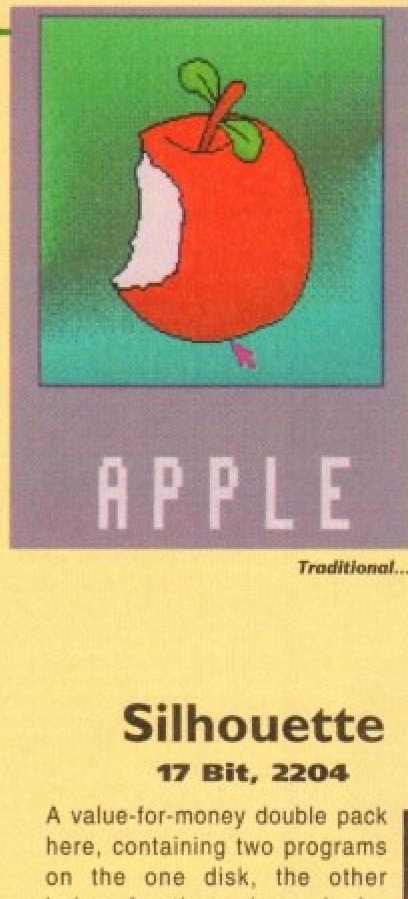
Selecting "teach me" from the clunky, easy-to-use menu displays a crude but recognisable picture of an object, together with its name (van, for instance) and Amiga speech spelling the word out (V... A... N...).

Sampled speech would have been better – the Amiga's dulcit tones have always reminded me of the old Texas Instruments' Speak and Spell games – but it's recognisable enough.

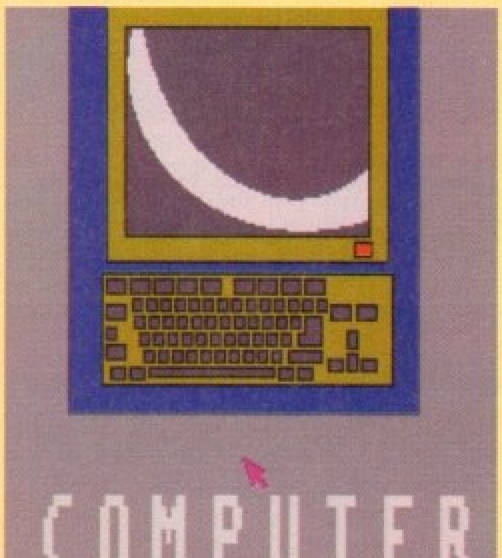
I found it hard to escape once I'd entered an exercise; although I specified five questions, they seemed to go on forever. Maybe I did something wrong, but it points to a bit of tuning in the user-friendliness department, or alternatively, a bit of debugging!

The game involves the same pictures you see in the "teach me" practice mode, but with the first letter of each word missing. The child has to enter this letter to move on, or face the wrath of the on-screen clown who looks decidedly miserable when an answer is found to be incorrect.

It's a nice little program, marred a little by its simplicity and the apparent bug. Worth a look.



Traditional...



... and not-so-traditional objects for your child to learn in Alphabet Teach

Silhouette

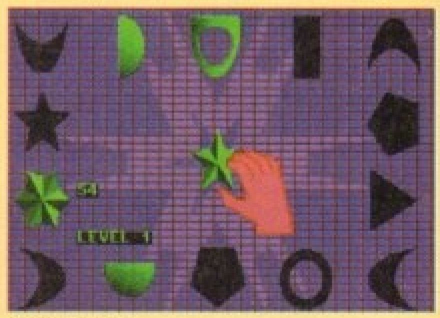
17 Bit, 2204

A value-for-money double pack here, containing two programs on the one disk, the other being fractions (see Junior section).

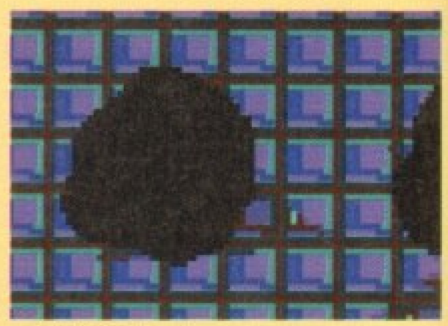
Silhouette tests shape recognition abilities, and its six levels are both colourful and intricate – a marked contrast from the simplistic, clunky feel of a lot of such software.

A number of silhouettes of shapes appear around the edge of the screen, with shapes appearing one by one in the middle, which you "grab" with a realistic-looking, mouse-controlled hand and put into the correct holes.

It's rather like shape puzzles for infants, but this version is timed, with 60 seconds being allowed on each level (the levels get progressively more difficult). It's simple but well written and attractive.



Fit the shapes...

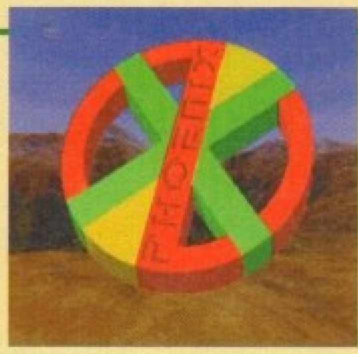


... into their silhouettes

JUNIOR



Sums made simple



Fractions

17 Bit, 2204

Fractions is an involved but clear and well written program aimed, presumably, at GCSE students. The Help option details clearly and diagramatically what fractions are, explaining such mathematic obscurities as dividends and divisors, and the program itself allows exercises on addition, multiplication and division, as well as fraction simplification and a full score chart

It uses the annoying Amiga voice synthesiser again, but you can turn it off (or turn the volume down) and you're left with a well-written, clear, involved and useful program that teaches one of the stickier sides of maths with style and confidence.

Monarchs

17 Bit, CLE16 A/B

One of a series documenting the history of England, these two disks actually run independently – the first contains royalty information covering the Saxons, Normans, Plantagenets, Stuarts and Tudors, while the second concerns itself with the House of Windsor and the complete line of accession.

Selecting a period produces a pageful of text with a scroll bar; daunting for some, maybe, but the medicine is sweetened by a number of additional screens, containing coats of arms, pictures of the kings and queens in question, and the judicious use of well-chosen sound effects. The text is very well written and interesting.

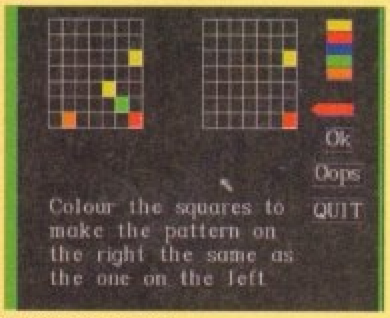
The problem with trying to bring history alive is that it feels very far away to the virgin student – teachers and teaching aids need to make it "come alive", to emphasise the human angle and to instil the continuous timeline into the student's mind.

While basically digitising a book doesn't do this, it does allow a greater degree of control over what is read/looked at and in what order, meaning that the child can follow a line of interest much more easily than grappling with a conventional index.

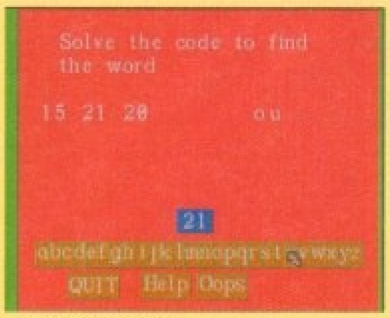
I used to have a kings and queens wallchart on the back of my wardrobe door; this is, I suppose. the wallchart for the older child of the 1990s. A useful little multimedia package.



A royal family tree



Pattern recognition...



... and code-crackng

Let's Learn v1.1

17 Bit, CLE11

Aimed at five to seven-year-olds, this program is gloriously simple to use, thanks to its reliance for all input on the left-hand mouse button; no keyboard, no remembering to hit Return, no complex interfacing.

It's a large and comprehensive package. Modules include Maths, which covers simple sums, and Tunes, which presents a keyboard that lights up as the computer plays a tune, encouraging the child to learn how to play it by clicking on the keys. There are 17 pieces of music on the disk, so it would take a new Mozart to speed quickly through this lot.

Moving on, Codes involves the child "decoding" a series of words, based upon the age-old code of A=1, B=2 and so on up to Z=26, while Opposites invites the child to enter the opposite of a word displayed on-screen, an example being "Good" where the child has to enter "Bad".

The most interesting part of this program for me was Squares, which presents two grids on the screen. One contains an assortment of coloured squares, the other is blank for the child to fill in a copy of the first grid, using an easy to use, point-and-click DPaint-style interface. It teaches spatial relationship, apparently – shapes to you and me.

All but one of the subjects have five levels. If the child does well enough (three out of five) a simple animated farmyard scene, with an animal added each time, is displayed, and the program moves to the next level. Finish all five and you get a "grand finale" – exciting stuff.

The package is clear and simple, contains some nice pieces of music, effects and animation, but shines for the reason mentioned at the beginning of this review – easy mouse entry which won't cause confusion like the keyboard frequently can. You can even enter text, via an on-screen alphabet.

Pictures and Letters

17 Bit, 2226

After entering your name (the computer speaks to you – unfortunately – in the ever-popular Amiga synthesis speech) and selecting keyboard or mouse control you're presented with a representation of a simplified qwerty keyboard.

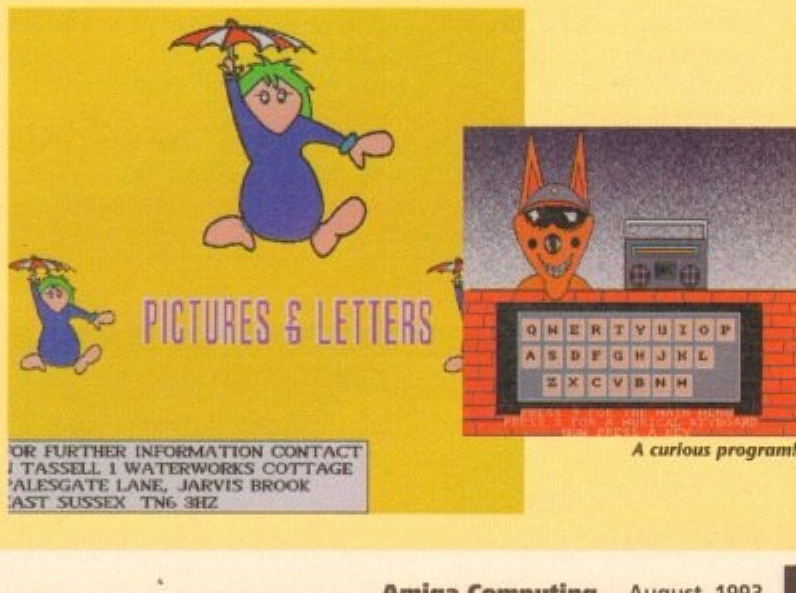
Selecting any letter brings up a picture of an object which starts with that letter – U for umbrella, for instance – but the actual word is not displayed, so the child must know what an umbrella is already.

It gets curiouser and curiouser; the next section shows you the same keyboard – although for some inexplicable reason, the mouse cannot be used to select letters in this part – which plays a sample when you click on a letter.

The samples and letters are in no way connected – they're things like a stab of electric guitar, a water drop and so on – and the program invites you to "remember where your favourite sounds are".

What's strange about it is that, apart from some basic computer-literacy, the program doesn't actually teach the child anything. There are no exercises, no testing, no progress reports; just clicking, watching and listening to digitised Amiga speech.

Half-baked and clumsily programmed, this would nevertheless keep a youngster occupied for a while, but it's hard to see much value in it beyond that.



A curious program!

JUNIOR



Zoom in on any country that takes your fancy

The Little Traveller

17 Bit, 2451

After a rather convoluted loading period, this program presents a map of the world, with continents ghosted into boxes for selection.

Not surprisingly, clicking on a continent gives a sub-section – for instance, clicking on the box surrounding North America allows you to choose from the USA as a whole, east and west USA, Canada... or a map of the whole lot. The maps would benefit from an interlaced monitor as the program switches resolutions quite regularly.

Each sub-section contains a description of the area, vital statistics such as area and population, travel information, airports and trivia. There are comprehensive menu options, providing information on currency rates, holidays, ferries and so on.

Obviously good for geography students, this would fascinate any child who's discovered the joys of browsing through an atlas – and come to that, it would help any adult blighted by trying to decide where to go for this year's holiday!

The History Book

Asgard PD

Another of the multimedia-style packages showing just how much a computer can bring to life a lost or mundane subject for an older child.

This time it's to the Second World War, and another Hyperbook-created disk which documents, in all their terrible details, the horrors of wartime.

The usual maps, explanatory text and curiosities are there (I for one had never seen the apparently famous picture of Hitler just before he died), as well as hard facts, including grisly details of the casualties in the bombings and battles featured.

As is normal in such programs, topics, keywords and other associated information are all linked, so there is the choice of letting the program guide you logically through itself – or rather, letting your mind instruct the program which path to follow through its database.

The ability to print out information is a godsend too (ever tried typing and reading off-screen at the same time?) and barring slow disk accesses, this is a particularly painless way to familiarise oneself with a very important period in Europe's history. It's the best background reading I've ever done.

Contact addresses

17-Bit, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH
Déjà Vu, 7 Hollinbrook, Beech Hill, Wigan WN6 7SG
Pathfinder PD, 41 Marion Street, Bingley BD16 4NQ
CLR programs are available from most larger PD libraries.

ADULT

Morse Code Tutor v2.2

Déjà Vu, L/101

Many people still find a vital need for Morse Code. Yachtsmen, amateur radio enthusiasts, phonetics students – all have a use for dots and dashes even in the days of ultra-modern sound and vision communications.

This program's highly comprehensive features include control over the pitch, speed and volume of your code, the ability to select which combinations of letters you wish to be tested on, and full reporting of your progress.

Preferred program configurations can be set and saved so that the program always boots exactly how you like it, and these files can be individualised, so a group of people could all learn at their own pace, with the computer keeping track of each of them. A successful and original idea.

Touch Typing Tutor

CLR CLU03

Secretaries do it on demand, writers do it through the night, I do it clumsily and without much finesse. I'm talking about touch typing, of course, that bane of the journalist's profession. Oh, for the ability to input information without following my fingers on the keyboard with the eyes of a hawk.

For those bent on self-improvement in this area, this tutor is one of the best I've seen. While it's not quite Mavis Beacon (the world's most popular typing tutor) it doesn't cost anywhere near as much, and is almost as useful, if not as flashy.

Clearly and colourfully presented, the tutor has comprehensive menu support, with 19 different exercises to load and master. There are error statistics, the ability to toggle key "clicking" through the monitor (helpful at first to assure you that you've pressed a key – though not necessarily the right one!), and automatic word highlighting.

Far cheaper than custom typing tutor hardware or the other Amiga software equivalents, this program is both a novel use of the machine and a successfully implemented practical tool for the budding typist.

Chess Helper

Pathfinder PD

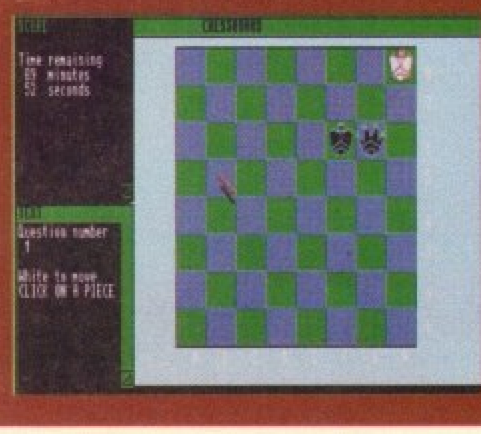
An original and ambitious disk containing demos of a number of chess programs, as well as the part which concerns us – the Chess Tutor.

This contains a brief description of the rules of the game, then a sequence of positions from which you are encouraged to work out the best possible move.

The positions reflect those likely to be found in the real game, and as the author is an Australian player of some repute, you can trust that computer-generated randomness is not the order of the day here!

A time limit can be selected, from a five-minute blitz to a five-hour marathon. There are checkmate tests and other questions and puzzles covering most aspects of the game.

All in all, this disk presents a real chance for the beginner or the chess fanatic to learn a great deal easily and cheaply from an accomplished player.



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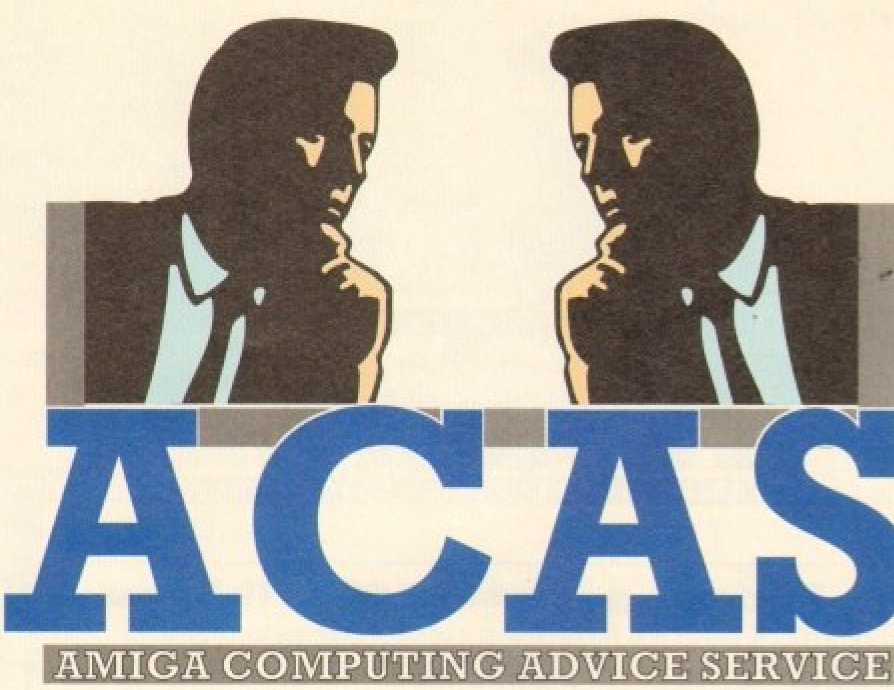
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Monitors, broken disk drives and poorly power supplies tax our experts in the definitive Amiga technical clinic

Execute, Rebooting and KindWords

Q I have three problems:

1. When using the Workbench 1.3 Execute command to execute a script I get the message "Execute failed. No K directive". I have tried Run executing the script, which works, apart from one problem: the script asks for input using the ask command, but when I run it does not wait for input, but continues with the execution. Please tell me how I can avoid the error.

2. When I boot up my machine, it occasionally loads in NTSC instead of PAL, meaning that the bottom part of my screen is unused, which is very annoying. I cannot see any reason why it does this, nor connect its timing to anything else. Please tell me why this happens, and what I should do about it.

3. When using KindWords 3 and printing docs with graphics in their headers, I sometimes get an error message when the printer starts printing the graphics on the second time through, on every page: "Printer error: Check paper and cabling". I click retry and it carries on as normal until the next page. Why does this happen and is there an easy way to avoid it?

Michael Ricketts, Cheltenham

A *1. The problem does not lie with either the execute or run commands, it is to do with your AmigaDOS script or the way in which you are calling it. Assuming that you do not want to pass parameters to your script, the syntax that you should be using is:*

```
execute filename
```

where filename is replaced by the name of your script. To pass parameters, you need to know what are expected. If it is a script that you have written the parameters should be specified (on the first line) using the .KEY command.

2. There are two ways to reboot your Amiga: you can either switch it off for 30 seconds or press Ctrl and the two Amiga keys (one at each end of the spacebar) all at the same time. If you reset too quickly the machine does not always reset properly and can result in an NTSC display instead a PAL one. Also, some games automatically set up an NTSC display so that they will run on both NTSC (American) and PAL (European) machines.

3. When the printer runs out of paper it sends a message to the Operating System. A copy of this is sent to KindWords which responds with its own message, displayed as a requester.

Some packages allow you to specify the length of a page. If this is longer than the actual page length the system will receive an unexpected paper-out message. The solution is to adjust the page length from within KindWords, or from Workbench via the preferences editor, to match the physical page length.

Ashcom 210 wotsit

I've got this hard disk drive thingy, bought it from Ashcom a few months back and it works great. But it's getting on for quite full now so that's about 180Mb (210 model) and I would like to do a tidy up of the files etc.

The only thing is the optimiser/reorganiser programs I have are public domain and neither of them work. So I would be silly to buy a commercial program at great expense only to find out it didn't work either.

I did telephone Ashcom and they said "sorry we don't know, never tried it". The drive isn't partitioned, as there was no setup software with it when it arrived, so I just charged on and used it as a big floppy.

I've tried Reorg by H.Kruse and HD optimiser from Valley PD, but no good.

George Bryson, Perth

When disk space is limited the operating system will split a file in several chunks and write them wherever space is available. If this happens to lots of files there will be a noticeable decrease in system performance and the disk is said to be fragmented.

Disk optimisers will not greatly alter the amount of disk space used by all your files, so you are unlikely to notice any difference in that department. The purpose of an optimiser is to speed up fragmented drives by reorganising them so that they are stored in contiguous chunks, thereby improving efficiency.

If you want to increase the amount of free space, one way is to delete some of your files – you might like to copy them across to floppy first though!

Alternatively, you could invest in a cruncher (file compressor) which will reduce file sizes. These are available both in the public domain and commercially, the most widely used being PowerPacker.

SAY again!

I read with amazement your reply to A Clitherow of North Devon that Commodore have left the speech facility off the WB3.0 machines. I am not an expert but I was convinced that you were wrong, so I delved into the WB1.3 disk and discovered the answer.

You need to copy:

```
devs/narrator.device
libs/translator.library
l/speak-handler
utilities/say
utilities/say.info
```

When I open SAY it works perfectly. I do agree with you on one point though – it's not much good. My old BBC was much better.

John D Westwood, Winchester

You are quite right John, speech is possible on WB3 machines, it is just a matter of setting up the system correctly. However, an earlier version of Workbench is required, so you will need to own two machines to do it legally – otherwise copyright will be breached.

If you boot from the v3 Workbench disk and type in the following AmigaDOS commands you will be able to access the speak: device ➤

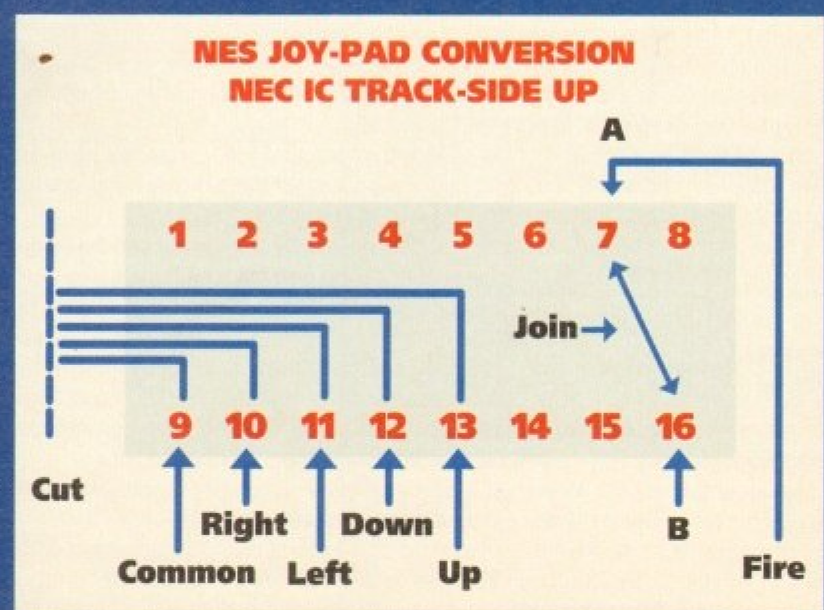
Nintendo joypad conversion

Q While mucking around with a Nintendo joypad, I found a way to convert it to work with an Amiga. To convert an NES joypad you will need to be fairly competent with a soldering iron and have a joystick (broken?) that you no longer need.

The conversion technique involves opening up the joypad and extracting the chip, then inserting wires from the joystick lead into various holes left by the chip and finally cutting some tracks. I expect that with a bit of jiggery-pokery you could get buttons A & B to do different things, thus having two Fire buttons! Have fun!

A O'Connell, Gloucester

A *Many thanks for sending in details of this mod. A word of warning though, anyone thinking of attempting this project please note that Amiga Computing will not be held responsible for any damaged hardware resulting from this project!*



➤

without having to do any copying:

```
assign Libs: Workbench1.3:Libs add
assign L: Workbench1.3:L add
assign Devs: Workbench1.3:Devs add
mount speak:
echo >speak: hello
```

Text files can also be redirected to the speak: device:

```
type>speak: myfile
```

Where myfile is a standard Ascii file created using an editor such as Memacs or any word-processor that can save Ascii format files.

ACAS

AMIGA COMPUTING ADVICE SERVICE

Fancying a game of Cribbage

I am writing to find out the programmer of a game of Cribbage which appeared on the disk which was given away with the magazine in November 1990. Or could you tell me of any PD library to which it was sold?

This game was one of the best I have seen. Some time before last Christmas my Amiga developed a severe virus which put two or three disks out of operation. I would be grateful for your help as I need to buy this game.

S Woolan, Stowmarket

Unfortunately, Amiga Computing *doesn't keep disks that date that far back and we don't know the programmer's details. If there was an associated document you might still be able to find out.*

Failing that, try writing to large PD companies – someone is bound to have a copy of the game that you need or a similar cribbage program.

Hard drive hitch

Q Sometime ago I purchased an Omega Bernouilli hard drive from a company called Burocare who now seem to have ceased trading. I wish to obtain a replacement cartridge for it. Would you know of a supplier and one who might also repair the drive in case of faults?

Des Price, Pontypool

A *Unfortunately, we don't know of any companies that could help you out. Perhaps one of our readers may be able to assist – watch this space.*

Stereo Master

I would like to ask for your help on a few problems I am having. The first is that the manual I received with the module reads:

```
COPY DF0:StereoMaster#? DH0:
COPY DF0:MasterDemo#? DH0:
COPY DF0:TITLESCREEN DH0:
COPY DF0:FONTS/SMFONT.FONT#? FONTS: ALL
```

On typing the first two commands everything seems OK, but when I did the titlescreen command I received a "bad arguments" message so I added a hash and a question mark as I noticed that they were missing.

This time I got all the way to the end, but when I booted up from my hard drive I received a message "Stereo Master requires SMFONT to operate" although the shell window had told me that the SMFONT had been copied.

I have phoned Microdeal about this and was told that I will have to put the file into the fonts drawer, but that he could not tell me how to do this. Please can you – I'm not too clever with the Shell window.

Also, can you tell me how to create a startup-sequence in the ED window, as I want to be able to put pictures or small anims with sound, and reading the manual I assume I have to do this.

T C Gray, Kent

By the sound of things you also mistyped the last installation command and copied the fonts to the wrong destination. Try that line again, making sure that you type it in exactly as it is printed in the manual, including the colon immediately after the S in FONTS.

To create the startup-sequence described in the manual you must first load ed and tell it what file you want to create/edit. For example:

```
ed df0:startup-sequence
```

When it has loaded, type in this line:

```
MasterDemo
```

Select the save option from the menubar then quit. You need to copy your picture and sequence files to the demo disk:

```
copy mypiccy to df0:MasterPic
copy mysequence to df0:MasterSeq
```

where mypiccy is the name of an IFF picture created with DPaint (or whatever) and mysequence is the name of your sequence. You also need to copy the MasterDemo program to the demo disk:

```
copy MasterDemo to df0:
```

Finally, you need to use the install command so that the Amiga will recognise that it is a system disk:

```
install df0:
```

Which AGA?

Q I would like to upgrade the Amiga 500 to either an A1200 or A4000, plus a laptop computer that could "talk" to the main computer.

At present I do a lot of DTP, wordprocessing and have a large database (Prodata). I also use a spreadsheet quite extensively.

Now to the question. Do I go for an A1200 or an A4000? You see, what puts me off mostly is the lack of a SCSI-2 interface, which means transferring all the files from my A590 to an IDE hard drive. Is this going to be easy?

Do I hang on until the end of the year and go for an A4000, when the price might have dropped? I rather like the idea of having a computer that is hardware upgradable, but on the other hand £2,200 is a lot of shekels to shell out in one go!

I have a lot of games and almost as much serious software – would they be compatible on the 1200/4000? Could I use my modem on the new machine?

S F Mallion, Hove

A *Transferring your files would involve backing them up to floppy then restoring them to the IDE drive on your new machine. Alternatively, you could buy the mid-range A4000/030, add a controller to your existing drive unit and plug it into a Zorro slot. The latter option would also leave scope for further add-ons.*

As far as games are concerned, you may experience problems with older games that did not follow Commodore's programming guidelines.

Having said that, the AGA machines have boot options that allow emulation of original and enhanced graphics chips that can be used to solve incompatibility problems. Finally, you should be able to use your modem on the new machines.

Conner drive

I have just purchased an Amiga 1200, and also an 84Mb Conner hard drive (revision 2.37). The problem is I can't seem to install anything successfully on it.

I used Install 3.0 and the A1200 reorganises the drive OK. I also tried to install WB3 on it with the Install WB3 utility, but it only got as far as 12 per cent and the HD light just stayed on forever.

Nothing else was loaded from floppy to the HD (I was installing it to the Workbench partition that was created with the install disks HDSetup utility). Anyway there were a few things that had been installed – one was the clock utility – but nothing else worked.

I also tried to format the partitions from the pull-down menus on WB3 but it would not format past cylinder 2 on my Workbench partition and cylinder 256 on my work partition – I just get a format failure and then I am left with two icons with ????.

When I tried HDSetup it gave me two partitions as described above and when I double-clicked on the icons they opened up the windows to tell me I had 8Mb for WB3 partition and 73Mb for my work partition.

So then I tried installing Wing Commander to my work partition. It installed the three disks to the HD but when I clicked on the Wing Commander icon I got the message: "Checksum Error ON Disk Block 95056" or some similar number. So it seems my partitions are full of bad blocks.

I also have QBTools and there is an option on it to count bad blocks and mark them out of service. Would this solve my problems? Also on QBTools is an option to repair bad drawers and files or directories and when I run that option it tells me I have serious root and checksum errors but it seems to fix them.

So please could you give me a guide to successfully installing my drive as I couldn't live if I have broken it (it hasn't had a bad knock).

Youngy, Alloa

The next thing to try is a low-level format. If that fails then you have bought a defective drive. Rather than top yourself, you should return it to your supplier and ask them to replace it. Occasionally, brand new hardware is defective and, on this occasion, we think you have drawn the short straw.

You got problems too? Then drop a line to Amiga Computing Advice Service, Europa House, Adlington Park, Macclesfield SK10 4NP and we'll move heaven and earth to help in these columns. But sorry, we cannot reply personally, so save those SAEs.

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Catalogue Disk with FREE GFX Ripper £1.50

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AM/FM

Amiga Musicians FreeWare Mag

The worlds best Amiga music disk magazine. AM/FM is just great. Full of tips, tutorials on well known software etc. Projects, some absolutely great music with each issue Amiga only and midi. If you are keen with music and your Amiga then you just don't want to miss this. Now on issue 11 and back issues available.

£2.50 *per issue*

A1200 AGA UTILS

1210 WINBLEND
A fantastic fractal generator for AGA Machines (1200/4000). Supports 256,000 colours. Also supports FPU 68881

1211 TETRIS.AGA
A game developed for the Amiga 1200/4000. Supports 256,000 colours. Brilliant graphics. A Tetris clone with a difference.

1212 CHESS.AGA
A chess game with 256,000 colours for the A1200, supports 2 player games and single against computer. The best!!!

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1214 JPEG UTILS
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A disk that contains 24-Bit pictures for showing on the A1200/4000. Includes viewer.

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1219 A1200 UTILS 1
Features - BBlank a De-Interlacer for DPaint etc. Doublex gets rid of that black border, GIF & PCX DataTypes for MultiView on WB3.0, SysInfo v3.11 for AGA and MagicMenu a great new Menu for the A1200 WorkBench.

1283 THE DISK UTIL
A great Disk Utility for the A1200 that formats quick, copies and gives you info on your drives. Very neat.

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Martins System Monitor. A great system monitor for all you programmers!!!

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Regularly updated with latest

A1200 COMPATIBLE £6.50

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Contains following educational programs: SpellCheck, German, Spanish & French Tutor, Study Aid, Counting, Division, Mathematical, Reflex Test, The Weather, CalcKey, Gravity Well, AirFoil, Unit Converter, World DataBank, Plot, Quiz, Sherlock, Evo, Capitals, Maths Adventure, Elements, The Gallows & CryptoKing.

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FOR ANY AMIGA

Compiled by us these disks are the best and latest editions. Our aim is to put a collection of progs of the same theme together. The disks self boot. No need to load workbench. They have easy to find, easily understood, easy to print instructions.

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AF4 ......POWER SAMPLES 2. More of the above & just as good.
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10+	£1.25
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This pack has been made due to the great demand for this type of material. It consists of: Smovie the text scroller, 2 disks full of backgrounds & fonts, & 2 disks full of Video Application utility software.

£6.50

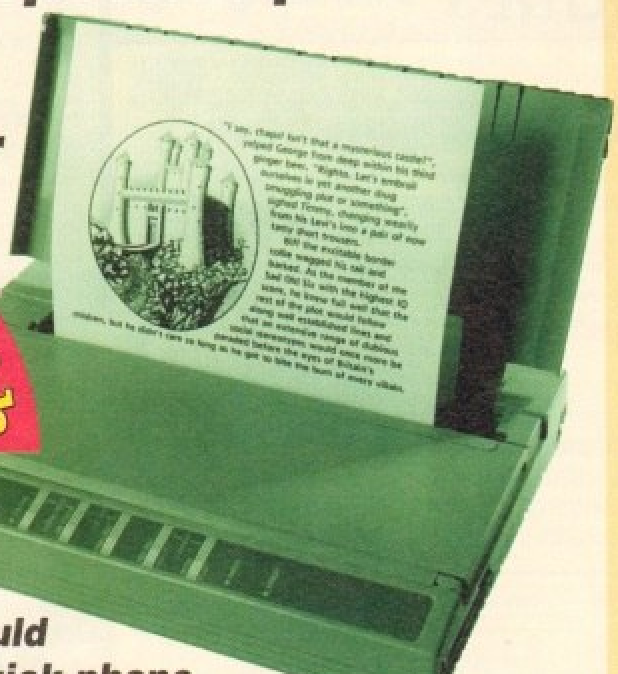
UGA AMIGA INTRO PACK

GREAT COLLECTION OF PROGS TO HELP YOU GET THE MOST OUT OF YOUR AMIGA – MAKES LIFE VERY EASY – TEXT EDS, COPIERS, DIR UTILS, CRUNCHERS – WELL REVIEWED IN AMIGA COMPUTING JUNE ISSUE

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Win a printer!

Your favourite Amiga magazine and First Computer Centre bring you the chance to win a Starjet SJ-48 bubblejet mono printer with a 30-page auto sheet feeder



Prizes worth £265

The StarJet SJ-48 printer could be yours for a quick phone call which should cost you under £1 at cheap rate. To keep the cost of your call to a minimum try to avoid any background noise, which may necessitate the repetition of answers

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HOW TO ENTER

You can enter by phone as many times as you wish. All you have to do is answer the very simple questions below. Please try to avoid background noise. The winner will be drawn from all the correct entries received.

1. How much does the SJ-48 weigh?

A. six kilos B. four kilos C. two kilos

2. How many pages does the auto sheet feeder carry?

A. 15 B. 30 C. 20

3. How long will an A4 page of text take to print, using one of the printer fonts?

A. 3 minutes B. 2 minutes, 30 seconds C. 1 minute, 30 seconds

You will be asked to leave your answers together with your name and full postal address, including your postcode. Please speak clearly, spelling out any difficult words.

Calls are charged at 36p per minute cheap rate and 48p per minute at all other times

FIRST COMPUTER CENTRE

The Starjet SJ-48 non-impact printer is great value for money, giving crisp, high quality, quiet portable printing. Using the latest ink jet technology the StarJet can produce draft print in economy mode, using less ink which is ideal for draft printing and the budget-conscious user.

This tightly-designed unit weighs just under two kilos and only needs the same desk space as an A4 folder, so it's easy to slip into a briefcase. In operation the SJ-48 is quiet and fairly quick, turning in a respectable 100 characters per second letter quality text.

Roughly translated, an A4 page of mixed text and graphics will print in around three minutes, though a page of text using one of the built-in printer fonts will appear in half this time. Print quality is superb for internal fonts and almost as good when using scalable fonts

> *Those with letter writing, business or other correspondence needs can rest assured that the StarJet SJ-48 is an excellent, low cost printer and a thoroughly good buy.*
>
> **Amiga Computing July 1993**

- **Two industry standard emulations including Epson LQ, IBM ProPrinter**
- **Ni-Cad battery pack for mains free operation**
- **Two resident fonts; Roman and H Gothic – 10, 12, 15, 17, 20 cpi pitch versions with two point sizes**
- **48 nozzles in high quality mode**
- **Sealed easy-to-use front control panel**
- **8in print area**
- **Friction feed for single sheets**
- **8-bit parallel interface**

Art, animation and Agfa...

Amiga Updates continues its monthly round-up of the latest software updates and upgrades

This month we'll open with yet another update to the immensely popular Imagine2 ray tracer which has already benefited from Steve Worley's excellent *Understanding Imagine2* reference manual as well as the equally impressive Essence range of mathematical textures.

This time however the update doesn't concern textures or literal explanation of the software. In fact the update in question is an object, or more accurately several variations on a theme.

With Imagine2's success, the bulletin boards are fit to burst with various creations that will cost you no more than the price of a phone call. With that in mind the release of a commercial collection may seem a little hopeful.

UNIQUE

However it must be said that Cycleman is pretty unique. As the title suggests the collection isn't simply a set of inanimate objects but rather a selection of walking and running cycle objects in addition to a single-jointed static that can be given a new cycle of your own design.

Alternatively, the aforesaid static can be dissected or manoeuvred into any pose, and of course you also have the option to redesign any aspect of the figure ready for either commercial or private applications.

In addition, editing isn't simply limited to the main structure of the figure. In fact, if say the head is isolated, much more subtle effects such as swivelling the eyes or manipulating the lips and jaw can enhance realism even more dramatically.

To drive the point home, the eyes – or in fact any part of the figure – can be mapped with a suitable image or texture to further enhance the illusion of reality.

As for the cycling variants, life couldn't be much easier as application is a simply matter of adding the object to the scene, applying the required path and rendering the anim. Thanks to the repetitive nature of a cycle object, our hero will never stop jogging or strolling through the scene, pausing only to be replaced by his modified or static counter when necessary.

In the case of an animation, the overall effect is particularly effective as the already impressive figure can be clad in the textures and attributes of your choice while walking or running effortlessly across the scene.

As any ray-tracing enthusiast will tell you, modelling a believable head never mind a complete figure can be difficult enough, as a result even at £39.99 I'm sure Cycleman will enjoy reasonable sales – especially to those who need high impact imagery but don't necessarily have the time to create it from scratch.

Keep you eyes open for endless corporate videos featuring the shiny men from Imagine2!

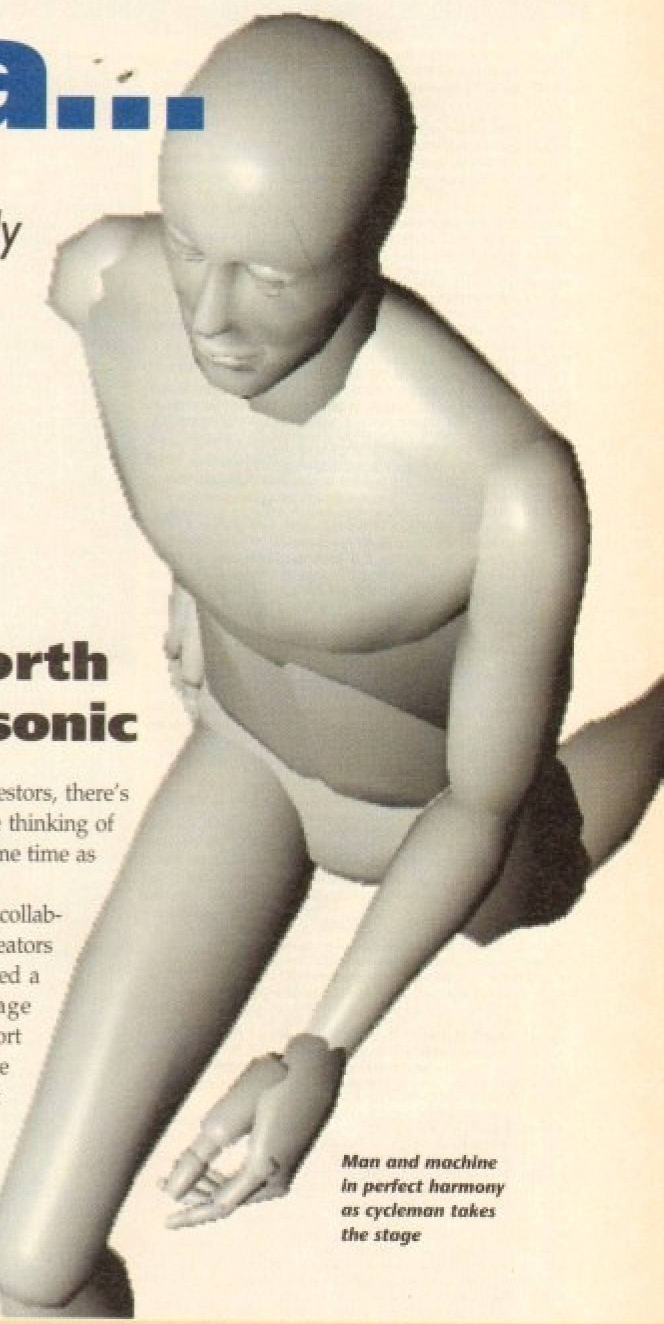
● *For more details on Cycleman contact Micro-PACE UK on: 0753 551888*

Wordworth for Panasonic

For would-be Wordworth investors, there's an added attraction for anyone thinking of investing in a printer at the same time as a WP.

Courtesy of a long-standing collaboration with Panasonic, the creators of Wordworth have just released a special version of the package which provides extended support for the entire Panasonic range with much improved support for the internal printer fonts over the entire range.

● *For more information on any aspect of the Wordworth range contact Digita International on: 0395 270273.*



Man and machine in perfect harmony as cycleman takes the stage

Digita and Agfa get it together

After the emergence of WB2 and indeed WB3, I was among the many who expected something of an explosion on the font front. Alas the typographic big bang never really happened – until now.

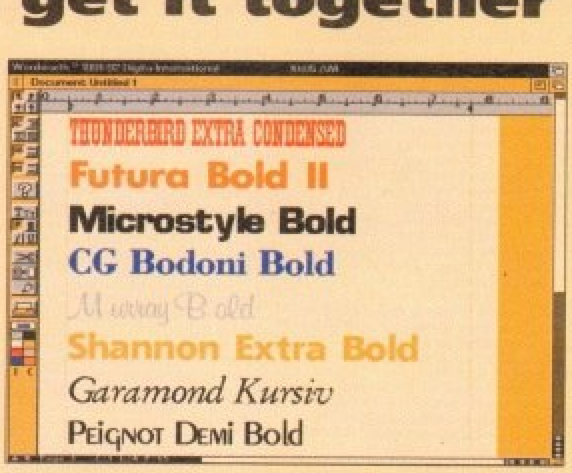
As regular readers will be aware, Agfa Compugraphic have already lit the fuse with the release of their AgfaType collections which consist of a starter pack of 12 fonts for around £30 with a follow-up video pack of 25 typefaces for a rather pricey £45.

Although of excellent quality, it must be said that when compared to the Digita/Agfa collection the aforementioned duet do look a little extortionate.

The strange thing is that both sets share a very similar collection of fonts which often provide identical typefaces to those in the initial Agfa release.

However in the case of the new collection there are fairly dramatic differences in price and variety.

Like the original series the new fonts come in several volumes – in this case three – entitled Pride and Presentation, The Classic Collection and finally The Reference Library. In descending order the each volume provide 20, 25 and an impressive 50 fonts respectively, which as you'd expect build into an impressive library of 95 publishing-quality typefaces.



The only drawback is, of course, cost – if bought as a job lot, they'd set you back a knee trembling £139.97.

However the figure becomes a good deal less terrifying when broken down into its component parts of £29.99, £39.99 and £69.99 respectively. Although still not exactly cheap, I think you'll agree there's a fairly dramatic financial improvement on Agfa's initial release.

Quite why Agfa have decided to combine with Digita to challenge their own product is a mystery, but if the end result is better value, who cares? With the dominance of Wordworth in the Digita product line an obvious worry would be compatibility with other products.

However any worries in that area are totally unfounded as the typefaces are generic and can be used with any package boasting support for the scalable font technology of WB2 and above.

Even so, Digita have made their mark on the collection via a special Digita Font Disk Creator which allows the user to build up their own font libraries specifically for use with Wordworth.

In addition to these fonts, Digita have also released a collection of clip art designed specifically for Wordworth which build into a library with titles including Cartoons, More Cartoons, Sports and Nature and Geography and Transport, with each retailing at £14.99 a time.

United Public Do

The innovators

look out for the CLR logo!

THE BEST SELECTION OF PD IN THE UK !

GAMES

PG003 AIR WARRIOR Good flight Sim + (not A600!)
PG006 ANTEP,& SLOT CARS role playing game+ Y
PG021 ATIC ATAC Really playable game! + Y
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG029 CROSSWORD COMPILER As it says !+ Y
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Adventure now version 5.4! +Y
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG074 RETURN TO EARTH Elite space trading game! +Y
PG079 SEALANCE A submarine strategy game +Y
PG094 TRAIN CONSTRUCTION KIT make own tracks+Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG110 SUPER SKODA CHALLENGE Nice car racegame!+Y
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG127 AIRMANIA Super platform game from Addware + Y
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this !Y
PG153 WAR very good strategy/arcade game+Y
PG164 GAME TAMER 2.3 joystick tester & 268 cheats+Y
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG181 STRIKEBALL Baseball type game done in Amos +Y
PG182 ETHOS Simple graphical adventue Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG189 SPACE RESCUE Super scramble like shoot em up!+
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG204 THRALLBOUND Text adventure with graphics!+Y
PG205 SOCCER CARDS Football managing game!+Y
PG214 LEGEND OF LOTHIAN Superb Ultima type game!!+Y
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG220 MICROMARKET V1.1 Good stock& shares game! +Y
PG221 OXYD Roll marble to different stations! + Y
PG226 3D GAMES 3 games done in 3d construction+Y
PG227 IMP WALKER 3d walker shoot em up & more +Y
PG242 MR & MRS Great platform adventure game! +Y
PG243 NIRVANA Cute speccy type platform game!
PG244 NUMERIX Very nice puzzle type game! +Y
PG247 PICTURE TILES Nice picture puzzle game + Y
PG248 WILLY IN CASTLE OF DREAMS Fab platformer!+Y
PG249 LEEDINGS 5 level demo shareware game!+Y
PG250 FRUIT SALAD Very nice platform game! + Y

ASSASSINS GAMES PACKS!

The best selection of PD games ever assembled anywhere now all autoboot on A1200! (though not all games will run)Something for everyone!

ASI 1 Tanx, Rollerpede, Avatris Amigoids etc!+
ASI 2 Invaders,Baily 2,Missile command etc!+
ASI 3 Megaball & Drip Superb gamepack! +Y
ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
ASI 5 Raid, Go Looly & Retaliator+Y
ASI 6 Pacman Downhillchallenge Walltrix etc!+
ASI 7 Moonbase, Trix,Nightworks Clauderunner!+
ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+
ASI 9 Features Baffle pong & Blizzard! + Y
ASI 10 Escape, Pipeline, Pickout & Sys!+
ASI 11 Dad, Connex,Reversi Towers & Trippin+
ASI 12 Llamatron, Car, Powerpong. XFI. Fab!!+
ASI 13 Twintris, Squamble,Block it,Ball etc!+
ASI 14 ChinaChallenge2 & Amiga Columns!+
ASI 15 Battlecars Lettrix & Mambamove!Y
ASI 16 Wastelands, Mission X,Dellemna,Pacman +Y
ASI 17 Tomcat, Defenda, Jetman Bugblaster+
ASI 18 Henry in Panic Skyflyer Omega race!+ Y
ASI 19 Growth,FranticFreddy,Biplane & more!+
ASI 20 Microbes Hollywood trivia Coin drop +
ASI 21 Zeus Tettrix Battlements & Dragonflies+Y
ASI 22 Lemmingoids,Wizzys quest Duel Mouthman+Y
ASI 23 Quick money,BIP,Interferon Arcadia+
ASI 24 Revenge of camels Dux Croak 3dmaze etc!+
ASI 25 Mr Brick,Copper,hemeroids,E Type+
ASI 26 Superpacman 92 Smashtv Ashido System 4etc+
ASI 27 Addictive card games. Really good!+Y
ASI 28 Doody, DrMario, Invaders2, Madbomber2+
ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+
ASI 30 Bounce & Blast, Total Fire Tank attack!+
ASI 31 Arazmaz,Crazy pipe, revolution etc!+
ASI 32 Blob, Sector one & Firefighter! +
ASI 33 Hyperball & War! 2 good games+
ASI 34 Trailblazer, Yelp, Qbic Rushour! +
ASI 35 Poing,Snakepit,Cybernetix Jump n roll+Y
ASI 36 Mother lode, Wonderland, Kong Tactix!+
ASI 37 Klaktris, Ghostship, Paccer etc!+
ASI 38 One on One,Baldy,Skyflyer2,Transplant!
ASI 39 Lots of card games on this disk! +
ASI 40 Disk full of sliding puzzle games!+Y
ASI 41 Pacman deluxe, Hellzone Leap II etc+
ASI 42 Galaga, Intuder alert Dogs in space!+
ASI 43 Interlock Roulette Octothello etc!+
ASI 44 Nibbler,Mouse Impossible,Roll on etc+
ASI 45 Dtris,Paccheese,B-Castle Teserae etc+
ASI 46 Amiga Q, City,Checkers, Ouch etc! + Y
ASI 47 Elevation, Furnyre,Crave,Arena! + Y
ASI 48 Point to point,Psycho santa etc! +Y
ASI 49 Deathbringer in space Sue 1+2 etc!+Y
ASI 50 Euphorion,Roach Motel,Balders grove! +Y
ASI 51 Lamers, Fighting Warrior Shapes! +Y
ASI 52 Rockslide, Mouthman, & Nul +
ASI 53 Venus Invaders,Mastermind etc! + Y
ASI 54 Serene,Serene II & Car Wars! + Y
ASI 55 Cli-tris, Pacatac & Asteroids! + Y
ASI 56 Stormeagle, Extreme Violence & Tiles!+Y
ASI 57 Poo-poo Dominoes Dizzy diamonds Squirm+Y
ASI 58 Super raid 4 Magnatron & Maiessae!+Y
ASI 59 Turbo thrust GX200 & Leedings! +Y
ASI 60 Pipe master2 Alien Hunter & Checkers! +Y
ASI 61 Rattlesnake Running Chaser Scud blaster+Y
ASI 62 Pipeline2 Mazeman & Up and Down ! +Y
ASI 63 Nautilus Frenzy & Drive !!!! +Y
ASI 64 Oblivion(fab!) Breakout con kit etc!+Y
ASI 65 Paranoids Chess Word Puzzle Word search+Y
ASI 66 Cow wars Asmastermind & Asokoban! +Y

Assassins game packs made up in any numbers you require: eg ASI 1-35 only 34.95 inc P&P!!! FUNPACK GAMES PACK 1-35 only 34.95 inc P&P!!! (most run on Amiga 1200!)

EDUCATION

PE001/5 EDUCATION SET science programs for ags 11+ +Y
PE006 KIDSPAINT Fab little talking colouring book+Y
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +Y
PE009 STORYLAND 2 Save toyland from the witch! +Y
PE010 TOTAL CONCEPTS ASTROMOMY Book on disk.+Y
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+Y
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR+Not 500!
PE015 TREASURE SEARCH find the lost treasure ! +Y
PE016 COLOUR THE ALPHABET learn letters & colours! +Y
PE018 TYPING TUTOR, Superspell Budget & Mscalender+Y
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +Y
PE020 MATHS DRILL Good maths disk for the young! +Y
PE021/4 SCIENCE Very good four disk set!+ (4)Y
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE029 LEXCESS Simple but fun hangman style game+
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y

BUSINESS

PB001 AMICASH bank management program+Y
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)Y
PB004 ASI LABEL PRINTERS 3 of the best+Y
PB005 BANKIN control your cheque book! +Y
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+Y
PB008 DESKTOP PUBLISHER Simple to use +Y
PB009 FLEXYBASE DATABASE Address keeper+Y
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB013 QED Simple & effective text ed+Y
PB014 RIM DATABASE Fully relational !!+Y
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +Y
PB017 VISICALC SPREADSHEET Simple to use+Y
PB019 BUSINESS LETTERS contracts, letters + more+Y
PB020 TEXT ENGINE 4.0 THE LATEST Version !!! +Y
PB021 AMIBASE PRO. Powerful easy to use Dbase +Y
PB022 BBASE II v5.5 A fast & easy to use database+Y
PB023 FORMS REALLY UNLIMITED form creation prog+Y
PB024 LAST WILL & TESTAMENTS Just in case !+Y
PB025 EDWORD Brand new wordpro - V.good +Y
PB026 AGRAPH Superb Program graphing data +Y
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+Y
PB029 ADDRESS PRINT Good label printing program! +Y
PB030 THE MONEY PROGRAM Home accounting! +Y
PB031 EASYCALC A superb new Fast spreadsheet! +Y

UTILITIES

(Note: "Y" = ok on A1200!)

PU002 A-GENE Good geneology program + Y
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams + Y
PU012 ASI GRAFFIX UTILS graphics convertors etc+Y
PU013 ASI BOOT UTILITIES bootblock utilities + Y
PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU021 C-LIGHT RAY TRACER Good program+ Y
PU022 CHEMESTHETICS molecule displayer + Y
PU037 D-COPY The best PD disk copier & more + Y
PU039 DBW The foreunner to Skulpt 3D !!! + Y
PU047 DOPE INTROMAKER Make your own intros
PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU055 ELECTROCAD DEMO circuit designer +
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB PRO V2.08Convert VGA PC -IFF/HAM + Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU071 JR COMM 1.02 Modem users comms package Y
PU072 METALLION UTILS Font Editors & more utils+ Y
PU073/76 KING JAMES BIBLE Old&New testaments (4)+ Y
PU078 M-CAD Hires design package. Excellent + Y
PU080 MESSY-SID 2 Read/Write PC Files, Brilliant!+ Y
PU083 MORSE PROGRAMS for the radio hams. Y
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU091 PENDLE 200 MEGAUTILS An essential collection+ Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU096 PRINTER DRIVER UTILITIES Various utils etc. Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU139 GRAPHICS CONVERTERS PC-AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU143 OPTIUTILS 1 Crammed full ! Get it+ Y
PU144 OPTIUTILS 2 Get this disk too ! + Y
PU145 OPTICOMMS 1 Ncomm 1.921 Lharca, Zoo Arc+ Y
PU149 ELECTRONIC PROTOTYPER Veroboard designer Y
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +Y
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts+
PU170 P-SUITE Disk magazine maker+Y
PU171 OPTICOMMS 2 Ncomm 2 & more +Y
PU172 WORDPOWER Solve Anagrams/Crosswords+ Y
PU174 ASTRO 22 professional astrology now V2.42! +Y
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU182 STOCK ANALYST Technical analysis program+Y
PU183 AMYGEN Excellent geneology program+Y
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
PU191 LANDBUILDER fractal land generator+Y
PU192 SID 2 Get this ! directory util !!! MEGA!+Y
PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU205 PC TASK Wicked PC Emulator Get it !!! +Y
PU207 MULTISID Combine SID2 & Multidos(PC-AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
PU209 FRED FISH CATALOGUE contains FISH 1 - 680 +Y
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU215 CAPTIONATOR Superb shareware video titling!+Y
PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU231/5 PAGESTREAM FONTS 5 disks super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU238/9 M.O.R.C. Mouse operated rune caster,oracle !+
PU240 FREECOPY V1.4 powerful disk copying program!+Y
PU241 CALORIE BASE Useful for people on a diet!+Y
PU243 ASPICE Circuit analysis program!+Y
PU244 BON APPETIT This is a recipe database program!+Y
PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+Y
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+Y
PU263 LYAPUNOV Fabulous & unusual fractals!!+Y
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+Y
PU272 GOLF RECORDER Database for golf scores!+ Y
PU273 PC-AMIGA Similar to Messysid, + docs!+ Y
PU274 TRONICAD V1.0 Electronic circuit design!+Y
PU278 GELIGNITE FONTS IV Yes more !!! fonts!
PU279 V MORPH Yes finally a PD morphing prog!!+ Y
PU280 POOLS WIZARD Pools prediction,save disabled+Y
PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y
PU283 CYCLING MILEAGE RECORDER Useful! +Y
PU284 DART MACHINE Dart score recorder! +
PU285 WORKBENCH 3 BACKGROUNDS. 1200 ONLY!

ANIMATIONS

PA033 BUSY BEE & TREE FROG ANIMS Super anims! +Y
PA036 CX1 SPACESHIP Spaceship circles a globe!+Y
PA048 GYMNAST ANIMATION Swinging on bars! +Y
PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA056 MAGICIAN II Good RT animation+Y
PA060 NEWTONS CRADLE plus F19 & rocking chair+Y
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA085 JET ANIMATION Fractal Flight but better! +Y
PA086 FRACTAL ANIMATION full screen low flying anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA097 SMALL STATION AT KHERNE New 1mg version+Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA108 DESERT DOO Guy finds ice cream van in desert+Y
PA109 SATURN ORBIT Ray traced flight around Saturn+Y
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA121/30 10 disk set Steve Packer anims!(1200 ONLY)
PA121 BOAT ANIM Colourful anim,fast on 1200!+Y
PA122/3 THUNDERBIRDS ANIM Nice animation! (2)+Y
PA124 ANIM COMP 10 mini animations compilation! +Y

AGATRON

AGA01 RED LOTUS Spinning down the road. Fantastic !+Y
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +Y
AGA09 STAR WARS - Fighter fly by, impressive 1m +Y
AGA10 STAR TREK - Enterprise in dry dock. Incredible+Y
AGA23 FLEET MANOEVRE Stunning animation! 1m +Y
AGA24 KULI PEN animation & Ping pong. Great! 1m +Y
AGA25 THE RUN , a superb car chase 1mg +Y
AGA31 PORSCHE anim rising out of table 1 mg. +Y
AGA35 SPACE PROBE, great anim of probe zooming off!+Y
AGA36 BIRD OF PREY, loop the loop animation 1m +Y
AGA37 TOBIAS GOES KNACKERS -Check this out ! 1m +Y
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)|Y
AGA39/53 AGATRON SPECIAL! Yes, a 15 disk anim!+Y
AGA54/62 AGATRON SPECIAL! a 9 disk anim, fans only+Y

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M+Y
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/24 LANDING (4) Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg-3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg+Y
PP050 UNSPORTING Wicked aerotoon by Schwartz+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2mg!Y
PP055/6 APC MISSION Superb walker & tank battle 3mg!
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE Very amusing anim! 2mg Y
PP072/3 TALES OF A TIME TRAVELLER Super movie 3mg!
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation,3mg!(8)
PP085/7 THE AD Strange swartzlike animation! 3mg (3)
PP088/9 SPORTING DOO DOO Nice new animation! 2mg(2)
PP090/1 ROADHOG ANIM Very funny 2mg animation!(2)Y

DEMOS

PD005 AMOS 3D DEMO Shows some great effects!+ Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD076 PLASMUTEX Wild copper & plasma effects!+
PD068 PHENOMENA ENIGMA Absolutely brilliant!+ Y
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD154 DECAY GET FROGGED Fab dancing frog! +Y
PD159 ANARCHY IN THE KITCHEN Some good FX Fab!+
PD164 DESIRE MENACE Good Psycho rave demo + Y
PD165 DARK DEMON Mega new demo .... get it+ Y
PD170 PIECE OF MIND Good 3D vector effects. +
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+ Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y
PD181 CINEMORPH Fab morphing of 4 faces! 1mbchip!+Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD183 DIGITAL LETHAL EXIT Good vectors demo! +Y
PD184 ANDROMEDA MINDRIOT Very good vector demo! Y
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics!+Y

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM027 D-MOB MUSIC 3 House music remix, good! +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house/dance
PM035 DIGITAL DEBUSSY Fab Rob Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music!+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+ Y
PM090/91MOZART HORN CONCERTO 4 by H.Gammon+ Y
PM092 PIANO TUNES Nine piano songs- good + Y
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise + Y
PM137 KEFRENS MEGAMIX II Very good !! dance music!+
PM150 DESKTOP HARPSICHORD RECITAL Classics! + Y
PM153 BIZE: KILL DA BABE 6 tracks of rave music!! +
PM154 PULSE Yes, pulsating rave music again!! + Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM157/8 HEATBEAT UPDATE 9 great songs here!+ Y
PM160 FUSION MATRIX 5 rave type tracks!+ Y
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Starrex!+Y
PM163 OCTASTUFF Some good 8 track tunes! + Y
PM164 OCTAROCK 3D More 8 track & 3d graphics!+Y
PM165/6 NUTCRACKER SUITE Super rendition!+ Y
PM167/8 JESUS ON ES Crazy rave music demo! +(2)
PM169 BRAINSTORM MUSICLAND Nice music disk!
PM170/2 LUNATICS INFINITE DREAMS Great music!(3)+Y
PM173 CDTV MUSIC Super graphics & sound, 8 tracks!

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+ Y
PS013 BORN TO BE FREE wild animals +Y
PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY S/S Some quality HAM pictures.+Y
PS056 NEWTEK DYNAMIC HAM 640x512 4096 color pics+
PS062 NW DYNAMIC HAM Nik Williams Superb quality.+
PS072 SUPER HAM CARS This is a must-Mega!+ Y
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictures!+
PS107 ALCATRAZ MUSEUM 18 super quality drawings!+
PS112/3 SEALIFE PICS Superb undersea pictures!+Y
PS114 GRAFIX VOL1 Nice hand drawn pictures!+Y

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+ Y
PT005 CASIO CZ EDITOR 250 patches ! +
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+Y
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT037 PROTRACKER 3.1 THE LATEST VERSION!!+ Y
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors
PT040 OCTAMED V1 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!+Y
PT043/5 HOUSE SAMPLES 3 disks full of house samples!
PT046 AUDIO MAGIC3 Super trackers disk, ok on 1200+Y
PT047 AUDIO MAGIC4 More Superb music programs! + Y
PT048/52 MODULES 5 disks of large music modules!+Y
PT053/57 METAL MODULES 5 disks heavy rock/metal! +Y

AMOS PD

APD036 AMOS UPATER LATEST VERSION NOWv1.36 + Y
APD115 BALLOONACY Bomb the buildings !+ Y
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOURCE+Y
APD271 WIZARDS DOMAIN graphical adventure+Y
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+ Y
APD363 FAMILY HISTORY DATABASE Latest version!+Y
APD373 COMPILER 1.36 UPDATE, LATEST compiler !+Y
APD382 AMOS HANGMAN Good version of the game! + Y
APD385 CHASER,RATTLESNAKE & MAZEMAN Games!+Y
APD445 WEEDIE Kill all the weeds game! +Y
APD451 NODDY,S PLAYTIME Educational demo! +Y
APD458 TOP OF THE LEAGUE Football manager!+Y
APD466 AMOS PRO UPDATER V1.1 Just in!!!! +Y

NEW!

PG251 PARADOX & WHITE RABBIT Demos of CLR!+Y
PG252 ATOMS A nice puzzle game! +Y
PG253/4 ZALYCON Shoot em up space game!(2) +Y
PE034 WORLD GEOGRAPHY Quite useful disk! +Y
PE035 KIDS DISK1 Super to learn reading! +Y
PB032 PAY ADVICE Keep record of payslips! +Y
PB033 A BASE A shareware database program! +Y
PU286 INSCRIPT Program for Video titling! +Y
PU287 NUMPAD Numeric keypad emulation!(600 ONLY)
PU288 ENGINEERS KIT Test your Amiga system! +Y
PU289 AUDIO ANIMATION STUDIO Create your own! +Y
PU290 TACK ANIMATION CONSTRUCTION KIT Good! +Y
PU291 1200 WORKBENCH HACKS Useful utils! Y
PU292 1200 UTILS1 Gif & PCX datatypes etc!A must!Y
PU293/317 25 disks of Ham radio software! (25)+Y
PU318 POWER UTILS Utils written in Can Do! +Y
PU319/23 OUTLINE FONTS For Pro page 2.1 or 3!(5)+Y
PU324 WINEMAKER Database for winemakers! +Y
PA125 CRAZEE GLOO 3 part glue animation! +Y
PA126/7 PHOTONIC DREAMS Room & Star animations! +Y
PD187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY
PD188 SANITY WORLD OF COMMODORE Super demo+Y
PD189/90 SILENTS DEMON DOWNLOAD Fab demo! (2) +Y

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REMEMBER: We stock Fish 1-810, Tbag 1-74, Amos, Scope, Snag, Amicus, Amigos & lots more superb PD disks!!

PLEASE NOTE:
All disks on the advert should work on the Amiga 1.2/1.3 dos systems unless otherwise stated! All disks with a "+" sign should work on the Amiga 500+ & 600 machines! However there are so many different setups now in use it is becoming impossible to test for every possible variation, so please use some caution especially with A1500/2000 with various dos systems, CDTV and of course the new Amiga 1200 & 4000 systems. Disks marked with a "Y" should be okay on the A1200/4000 though obviously not yet extensively tested. Please take care!

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P S D

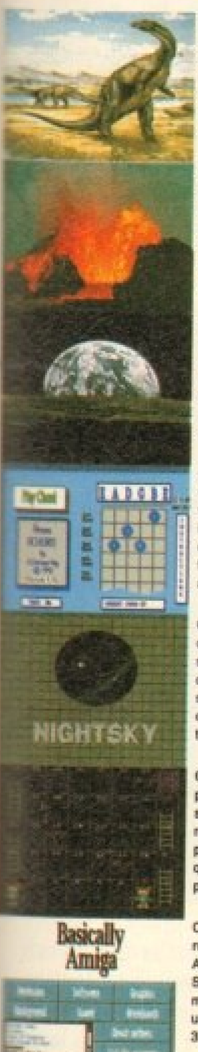
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CLE01 TOTAL CONCEPTS DINOSAURS Have your children ever wanted to know about the ancient world of the dinosaur ? If so, then this is for you - an interactive encyclopedia covering jurassic, triassic & createaceous periods complete with pictures and information. This program is plus compatible and comes on 2 Disks. £4.50 +

CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. the program is very simple to use ! Geology is on 2 Disks £4.50 +

CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £4.99. +

CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even play the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +

CLE08 NIGHT SKY A superb introduction to the constellations, this program featurues over 1500 stars, and the sun moon stars & planets can be displayed as seen from any part of the Earth! Large scrolling screen, mouse or keyboard controlled, click on any displayed object for information. This superb title Comes on 1 disk & is priced at 3.50!+

CLE09 WORDS & LADDERS An exellent spelling program for 1 or 2 players, each player has a few seconds to spell a word correctly, the player who reaches the top of the ladder is the winner. The program has 10,000 words so some words can be quite long, however you can select the level! Will also provide printed output to a connected printer. 3.50!+

CLE10 BASICALLY AMIGA This is a 3 disk set for the new user! An extensive guide through the use of Amigados. Covering Hardware, Software, Graphics, Sound, the Workbench, Viruses and much much more,you will soon wonder how you did without this useful utilty pack! For young and old users alike. 3 disk set priced at 4.99! +



CLE11 LET'S LEARN V1.1 For children of about 5 to 7 years of age, each part progresses through five levels of difficulty, when a level is satisfactorily completed then a picture of a farmyard is displayed & a new animal introduced! Try Sums, Tunes, Codes, (numbers) , Opposites & Squares! The program also has a print option! 1 disk 3.50. +

CLE12 ALPHABET TEACH A nice educational program for the young., a very simple to understand spelling program which shows the child a picture & asks for the completion of the appropriate word. The program also has built in speech and will run a series of pictures at the same time speaking the name of the object displayed. Comes on1 disk and is priced 3.50+

CLE13 HOME BREW This is a superb program for the creation of home made wines. It covers all the details of fermentation, bottling & storing of the wine. A selection of recipes for many different wines can be found on the disk & there is an option for printing the recipies out to a connected printer! This program comes on 1 disk and is priced at 3.50. +

CLE14 TOTAL CONCEPTS ECOLOGY Total Concepts Ecology will give you and your children an enthralling overview of the most important "ology" in our lives. This alternative way of learning about Ecology enables you to flip through pages of text, click onto words to get more information and contains superb graphics. Supplied on 3 disks priced 4.99 +

CLE15 FAST FRET By Keith Klatworthy, this program is a guitar scales tutor, the very thing for the budding lead guitarist! Will play the scales through the Amigas sound chip with ajustment of speed for every level of skill required! There are many exercises in many scales so you too can become the next rock legend! Supplied on one disk priced 3.50. +

CLE16 KINGS & QUEENS A History lesson on all of the Kings & Queens of England since recorded history! Allows you to read & examine the royal family tree & is complete with many pictures!
Find out how they lived and died and what contributions they made to society & their country.
Supplied on 2 disks priced 4.50! +

CLE17 THINGAMAJIG This program is an electronic jigsw with easy or hard levels! There are 24 pictures on the disk and you have to place the pieces in the correct place on the screen! There is also a help facility on the disk, a very good educational program from Len Tucker!
Comes on 1 disk and is priced 3.50 . +



CLE18 WORK & PLAY There are three educational games on this disk, CLICK CLOCK is a clock program to help children learn the time, FUNTIME TABLES is a program for learning the multiplication tables, and finally LETS GO SHOPPING teaches children simple multiplication & division! Very colourful and attractive educational disk! Comes on 1 disk priced 3.50. +

CLE19 PLAY IT SAFE This program teaches safety in the home or outdoors! Help Teddy make your home safe as it has been invaded by mischievous beasties. There are 5 dangers in each location & 9 locations! When you make something safe you are rewarded with part of the picture of the beastie! Very good for kids of 3 - 10 years! Comes on 1 disk priced 3.50. +

CLE20 BIG TOP FUN Four good programs on this disk, there is a speech option which may be turned on or off! WORD BALANCE is a childs reading aid, In MATCHPLAY you must match pairs of cards, BALLOON BURST is a word recognition program & SEAL A GRAMS is a spelling program! This program comes on 1 disk & is priced 3.50. +

CLE21 JIGMANIA by Len Tucker. There are two programs on this disk, Jigmania is a jigsaw solving program and will keep you & the kids amused for ages! There is also a jigsaw construction set to allow you to create your own too! There are several jigsaws provided on the disk and there are childrens and adult options! Comes on 1 disk priced 3.50. +

CLG18 SKAN 29 This is a fun platform game in which you must guide Sid through 220 screens and defeat the big droids at the end of each level, the game will run faster if you are lucky enough to have an Amiga 1200! This game should keep you occupied for a long time! Comes on 1 disk priced 3.50. +

CLG 20 JUNGLE BUNGLE by Len Tucker. This game is essentiallyt an icon driven adventure written mainly for the younger person in mind but anyone can play! You must catch the raindrops but beware of the banana stealing monkeys! Very addictive with colourful graphics. Comes on 1 disk 3.50. +

CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +

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...ESHWATER FISHING Learn all about fishing! 2 disks 4.50 +
...ORD COACH A superb piano tutor program! 1 disk 3.50.+
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...MAPS, Alganistan - Botswana, autoboots! + Y
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...MAPS, Denmark - Grenada , hires maps! +Y
...MAPS, Guadel - Illinois, hires maps! +Y
...MAPS, India - Luxembourg, hire maps! +Y
...MAPS, Macau - Missisipi, autoboots! +Y
...MAPS, Montana - New York, hires maps! +Y
...MAPS, Neutral Zone - Iraq - S Dakota! +Y
...MAPS, Senegal - Tuuaw, autoboots! +Y
...MAPS, Texas - Zimbabwe, autoboots! +Y
...REPTILES, good pictures, autoboots! +Y
...ACTORS, famous faces, autoboots! +Y(2)
...AIRCRAFT, 1-26, assorted, autoboots! +Y
...AIRCRAFT, 27-32 & Cars! autoboots! +Y
...BIRDS, 1-12 Super pictures, autoboots! +Y
...BIRDS, 13-29 More avian pictures! +Y
...BIRDS, 30-41 Lots more birds,autoboots! +Y
...BIRDS, Many more bird pics, autoboots! +Y
...BIRDS, And some more fab pictures! +Y
...BIRDS, 119-130 Some good pictures! +Y
...BIRDS, 131-138 More bird pictures! +Y
...BIRDS, More superb pictures here! +Y
...CATS, 1-18 Super cat pics,autoboots! +Y
...DOGS, 1-126 Super dog pics,6 disks! +Y
...EXPLORERS 1-13 famous explorers,autoboots+y
...FISH 1-92 Super pics pictures,(4 disks)+y
...FLOWERS 1-13 Flower pictures,autoboots!+y
...FLOWERS 14-25 More flower pics,autoboots!+y
...FLOWERS 26-37 More flower pics,autoboots!+y
...FLOWERS 38-50 More flower pics,workbench+y
...FLOWERS 51-62 More flower pics,autoboots!+y
...FLOWERS 63-74 More flower pics,autoboots!+y
...FLOWERS 75-87 More flower pics,autoboots!+y
...FLOWERS 88-100 More flower pics,autoboots+y
...FLOWERS 101-113 More flower pics,autoboots+y



CCL050 FLOWERS 114-127 More flower pics,autoboots+y
CCL051 FLOWERS 128-138, FRUIT 1-4 pics autoboots+y
CCL052 FRUIT 5-18, Good pictures! autoboots! +Y
CCL054 FRUIT, More fruit & leaves etc!,autoboots+Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056 HORSES 1-16 Great horse pics,autoboots! +Y
CCL057 HORSES 17-22, Insects 1-9, autoboots! +Y
CCL058 INSECTS 11-23 Small creatures! +Y
CCL059 INSECTS 24-41 More pics! autoboots! +Y
CCL060 INSECTS 42-59 More insects! autoboots! +Y
CCL061 INSECTS 60-63, Inventors 1-11 autoboots! +Y
CCL062 INVENTORS 12-24 More inventors autoboots! +Y
CCL063 INVENTORS 25-30, MAMMALS 1-10! autoboots! +Y
CCL064 MAMMALS 11-36 More animals pictures! +Y
CCL065 MAMMALS 37-45 and more animals! +Y
CCL066 MAMMALS 45-65 more mammals,autoboots! +Y
CCL067 MAMMALS 66-82 and some more! autoboots! +Y
CCL068 MAMMALS 83-102 and many more autoboots+Y
CCL069 MAMMALS 103-119 many more! autoboots! +Y
CCL070 MAMMALS 121-141 superb pictures! autoboots +Y
CCL071 MAMMALS 142-158, & INSTRUMENTS 1-4! +Y
CCL072 INSTRUMENTS 4-25 Musical! autoboots +Y
CCL073 INSTRUMENTS 26-36, MILITARY 1-6 autoboots +Y
CCL074 MILITARY 7-17,& MUSICIANS 1-8! +Y
CCL075 MUSICIANS 9 -21 Classical! autoboots! +Y
CCL076 PREHISTORIC 2-19 Dinosaurs! autoboots! +Y
CCL077 PREHISTORIC 20-25, PEOPLE 1-8 autoboots! +Y
CCL078/80 PEOPLE 9-50 Lots of people! (3 disks)+Y
CCL081 PEOPLE & Presidents, good pictures! +Y
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085 REPTILES 1-19 Good pictures autoboots! +Y
CCL086 REPTILES 19-38 More reptiles! autoboots! +Y
CCL087 REPTILES 39-50, Ships 1-9,autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y
CCL089 SPORTSMEN, Various sportsmen,autoboots! +Y
CCL091 TREES, Lots of tree pictures! autoboots! +Y
CCL092 TREES, Lots more tree pics! autoboots! +Y
CCL093 TREES, And some more trees! +Y
CCL094 TREES 57-70 trees lots of trees,autoboots!+y
CCL095 TREES 71-84 more tree pictures, autoboots!+y
CCL096 TREES 85-100 even more trees,workbench!+y
CCL097/100 VEGETABLES 1-48 good pics 4 disks,workbench+y

CLASSIC CLIPART (Black & White)
(Okay on A1200 / A4000.)

The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

ART01 WEDDINGS Super wedding clipart, 2 disks!+
ART02 HOUSES 2 disks, pictures of mansions etc!+
ART03 RELIGIOUS 3 disks full of holy clipart!+
ART04 WWII AIRCRAFT World war II planes!+
ART05 MEN 2 disks full of men at work!+
ART06 WOMEN 2 disks full of women clips!+
ART07 KIDS 2 disks containing kids clipart!+
ART08 BUSINESS Disk full of office clipart!+
ART09 OFFICE Another office type disk!+
ART10 STUDENTS Lots of student type pics!+
ART11 SALETIME Many useful logos etc!+
ART12 XMAS 3 disks of Xmas related pics!+
ART13 PUNCH 3 disks of cartoon pics! +
ART14 ANIMALS Fantastic quality pictures!+
ART15 CATS Only 12 pics but super quality!+
ART16 SILHOUETTES 18 super silhouettes!+
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ART19 SPORT 2 disks full of sport pictures!+
ART20 OLYMPIC Another sport type disk!+
ART21 MEDICAL 2 disks full of medical clipart!+
ART22 SEALIFE Pictures from the Ocean!+
ART23 DECORATIVE MONTHS 1 for every month+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+



ART27 ART NOUVEAU FLOWERS Floral art!+
ART28 BUTTERFLIES Nice pictures!+
ART29 FOOD 2 disks on a food/kitchen theme!+
ART30 COLOURING BOOK Colour in Dpaint!+
ART31 BORDERS 2 disks, must load into DTP!+
ART32 MAC CLIP 2 disks high quality macart!+
ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+
ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics
ART51 BOTANICAL ART detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+(2)
ART60 ACCENTS & FLASHES Burst stars+ more+

PROGRAMMERS : Have you written a good program, ie a utility, educational program or a game? Why not send it in for evaluation? If its really good, then you too could be earning money!!!

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From the most serious utilities to the silliest of demos, it's all happening in the cut-price world of the public domain. Phil Morse reports back...

PUBLIC SECTOR

The usual wide selection of disks received this month has reflected the trend towards more useful and usable software as opposed to mindless vector demos and tame music disks, prompting a slight change in the format of these pages.

Replacing the Jukebox Jury and Dreams and Visions sections, which were dedicated to music and art demos respectively, are Music and Art Demos of the Month – the most outstanding disk in either category received since last issue gets a review.

Music means anything from Tchaikovsky to techno, and art encompasses slide shows, cartoon animations, still artwork and so on, so there's lots of scope to get those creative urges down on, erm, silicon, and send them to me at the usual address. So on with that bumper pile of non-demonstration software...





The collection of Comic Clipart is a trifle complicated, but colourful and definitely interesting

HDM v1.1

CLR

This is a multitasking menu system, aimed at users with Workbench 1.3 and 2.0 machines. Basically such a system allows the user to specify a number of programs – say your favourite wordprocessor, spreadsheet, a couple of games and a database plus your favourite utilities – and set them up so that by simple selection from a menu or pressing of a key, the program will load automatically, possibly running concurrently with any other program you're using at the same time (this is where the multitasking bit comes in).

This system operates by means of a menu which you can have across the bottom of your Workbench screen, vertically down the side or in a shrunken form at the top. It can display ten possible program choices – selectable via function keys – and as many switchable banks of ten programs as you have the memory for (to "tell" HDM about 50 programs uses a mere 2.5k).

This type of program is nothing new, of course, but HDM is particularly well thought-through and programmed, thus making it infinitely more useful than some efforts.

It is happy working in all screen modes, has keyboard short-cuts for just about everything and even comes with its own hard drive install program, although for some reason Workbench 2.0 owners still have to do a little bit manually to get it up and running. Neat.

Comic Clipart

Highland PD, 593

Here's something that's nice to see – some quality clip art, which for those who are perplexed refers to pieces of artwork, usually small and simple, used to brighten up anything from company notepaper to newspaper and magazine articles.

The use of a little diagrammatic telephone instead of the abbreviation "Tel:" when giving a company phone number is a classic example of clip art making information easier to ingest.

This collection concentrates – as the title might suggest – on cartoons, with superheroes featuring highly. So if you're after Spiderman to brighten up your spreadsheet, the Human Torch (three versions!) for your letter headings, or Thor and Captain America for your new underground magazine, this is the place to look.

A quick peek at some of the artwork in DPaint confirmed the quality of this nice little selection.

Batlog/Simon/Skeet

Alan Carter

Three individual and individualistic games on one disk, all written by the disk's compiler, and all warranting at least a quick peek. Batlog is a worthy little post-Manic Miner platformer, which works mainly due to some imagination put into designing the levels and bonus stages, and a good set of options to keep

The PD concept

Two main types of software are reviewed and available through these pages. PD, or public domain, is software which the author has released for free. Mass copying is encouraged, and the author expects no return – this is written for the love of it! PD libraries will send you such stuff for very little more than the price of the disk and postage costs.

Shareware follows the same concept, but asks you to send a fee – normally specified in the on-disk documentation – to the author, should you find the disk useful. It's a kind of "try before you buy" concept, although the fee you finally pay is invariably far lower than the cost of just one piece of commercial software.

It is important that users send any fees requested, not only for their own sakes (you'll probably receive a better version of the program, and regular updates) but also for the sake of the author, who'll be unlikely to write further programs if he or she sees their software in use without having ever received a penny for it! It's a case of giving back what you take out, and without this attitude, shareware would die, to the detriment of us all.

Licenceware, beerware, charityware and the countless others you'll no doubt come across are different only in what they ask you to send in return for the program, or where they ask you to send it to. The concept is exactly the same as shareware.



The most artistically outstanding piece received this month was the latest Charly Cat animation, **Charly Cat VI** *(Roberta Smith PD, AW107A/B)*. What a series this one is turning out to be!

After Snow Joke, this latest animation sees Charly Cat – whose bite is "worse than a shark's", so the author informs us, attending the cinema, with some incredibly gory bits. Apologising for his sick mind, the author has awarded it a PG classification!

It's all healthily tongue-in-cheek, however, and technically and artistically this animation is a must. Requiring 2Mb and preferring two disk drives, the movement is smooth and convincing, the characters as good as ever (they're

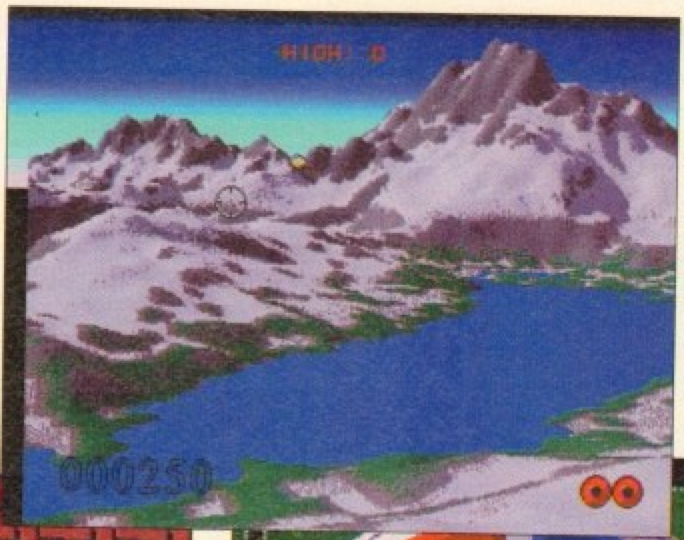
Calling all PD libraries...

...and individuals with skill freebie and cheap software. Whether it's a great new utility you've written, a bazzing little arcade game that Gran comes around especially to play, or a left-field political satire animated to the strains of underground German techno music, I'd like to see it.

Just bung your submissions into a Jiffy bag with a note explaining what they are and how to use them, not forgetting to label your disks clearly too, and I'll guarantee to at least give them a look.

Unfortunately, due to the volume of submissions, many don't get reviewed, but if I haven't got your disk, you can be absolutely sure that I won't review it!

The address is: Phil Morse, PD Submissions, Amiga Computing, Europa House, Adlington Park, Macclesfield SK10 4NP.



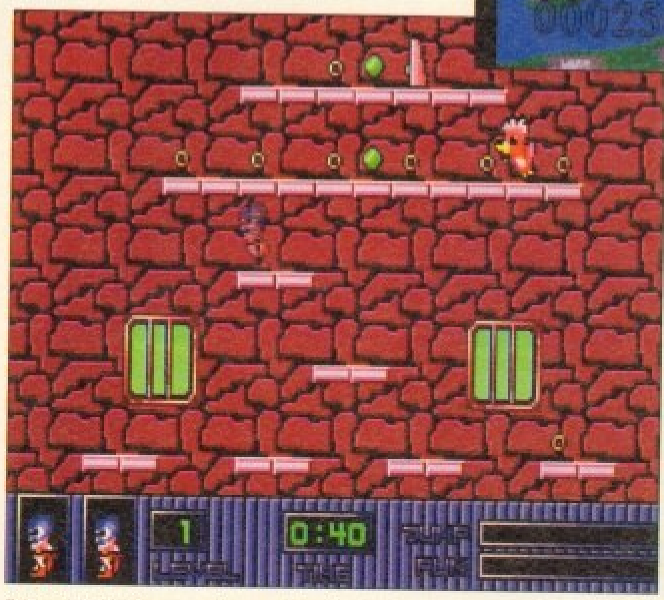
Skeet is clay pigeon shooting in the most picturesque of locations

boredom low. Before you start, you get to choose – among other things – the inertia of your character and the number of lives you have, and then it's full-on to the game proper, which as well as the usually platformy bits, has great pinball-style bonus stages and lots of cutesy graphics. Well worth the dosh.

Do you remember the electronic memory game Simon? The one shaped like a flying saucer with four coloured segments which flashed a sequence that you then had to copy? Well the picture on this page should remind you, and if it does you'll need no introduction to this computer version.

Retaining the flashing lights/bleeping noises of the original, you use the mouse to "push" the segments in order. There's a strange feeling of satisfaction to be had when you're remembering 16 and 17-long sequences (well that's as good as it got for me, anyway) and the PCB-style backdrop to this computer version makes it look attractive as well as addictive. A blast from the past and no mistake.

Finally on this disk is Skeet, which is a rather curious but visually very pleasing target game.



Batoog: A platformer with some imaginative levels and bonuses



Remember Simon? He'll test your short-term memory for you...

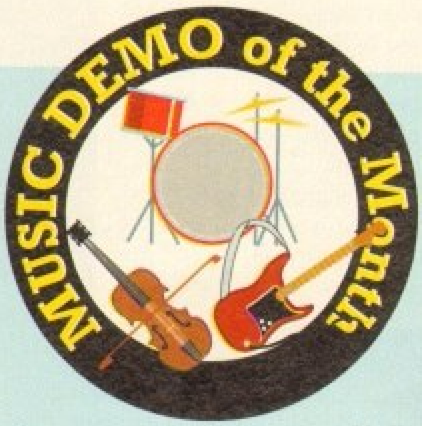
Again utilising the mouse/crosshair control method (this is the kind of game which would benefit greatly from a light gun) you have to shoot what I presume to be clay pigeons against a backdrop of fresh green fields, snowy mountains and blue winter skies.

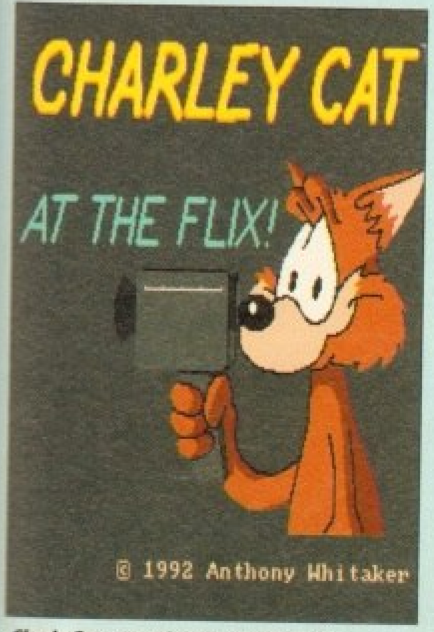
Every now and then a couple of birds meander across the sky in the distance, but righteously you can't shoot these (I tried several times).

So if you're after a game that's off-beat as well as off the beaten track, then head for the idyllic mountain cairns of Skeet. Wish I knew what they were doing shooting up there, though.

the only non-PD bit of the animation, meaning the author claims copyright), and like Snow Joke, it contains good atmospheric sound effects too.

A wonderful addition to your collection, and if you haven't got the other five, order them at the same time.





Charly Cat, star of many an animation

MUSIC DEMO of the Month

After an unobtrusive but neat and stylish opening screen, **The J Edgar Hoover** *(17 Bit)* presents you with a menu from which you can choose to play one of three songs.

First up is RavEvil, which is a simple and somewhat typical computer-sounding tune containing nothing offensive or jarring in any way, but with nothing to really grab the attention either.

Shallow Bay, the next tune on the list, is a remake of New Order's classic Blue Monday, and highly impressive it is too. It sounds nice, and this is an extra special achievement since it's built from the bottom up from fresh sounds, and still manages to sound like the original.

The final tune, Get the Rolls Royce, is a Thunderbirds remix which most definitely does use samples – but don't worry, far from being a symptom of musical laziness, they are firmly in the "humorous sampled speech" department.

Musically it sounds like it's stuck somewhere between hardcore house and hardcore guitar grunge, and it's all the better for it. An interesting, original and most important of all, highly listenable number.

The whole disk is varied and well presented, with bags of enthusiasm and a more than adequate dose of talent. Good stuff!



Good music doesn't have to be at the expense of pretty on-screen graphics, you know

Utilitarian utilities

LSD Legal Tools #99

Roberta Smith, UT500

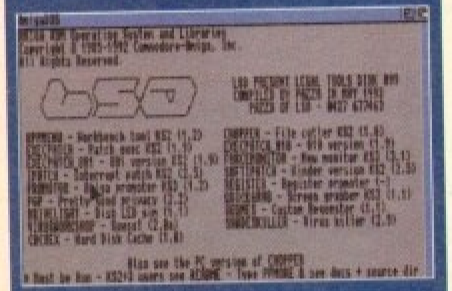
An incredible value compilation of utilities, ranging from the useful and not so useful to some so bizarre that you'd imagine only about three people in the entire universe could ever find a use for them!

However, 18 utilities on one disk is great value for £1.50. and you'll no doubt find at least one of them useful.

Chopper is designed to split large files or blocks of data into bite-sized chunks, the obvious application being when backing up a hard drive, or maybe for importing information into the Amiga from a tape streamer or optical disk.

Simple and useful, although most hard drive owners will have acquired some kind of disk utilities package at some point which will probably have a more automated and user-friendly utility on it customised purely for that purpose.

PGC is a data encryption device for sending files securely between consenting users. The application of such software in the United States has caused revealing and disturbing rumblings from



the FBI, paranoid that people will be able to send data which they have little hope of ever untangling and so reading.

Anyway, this is one of a later breed of encryption device, designed to allow a "key" code (to allow the other user to de-encrypt the file) to be sent across "unsecured channels" from the message sender. Ooh, sounds like mystery and intrigue afoot to me! It also sounds totally unfathomable.

QuickGrab is the utility for me on this disk. A reliable, user-friendly, feature-packed frame grabber for 2.0 machines? Yup, and about time too.

Totally PD, this grabber can save moving pictures, has up to a 99-second delay after activation (go for racing to your favourite bit in a game) and allows you to define the hotkey combination used to activate it.

You can even install it in your WBStartup folder, meaning that it will be perpetually activated. Definitely the one if you've been looking in vain for a way to consistently and reliably grab screens.

All in all, this is a crammed, well documented, no-nonsense disk of well written and useful, if at times pretty obscure, utilities. Worth a look.

Cycling Mileage Recorder

17 Bit, 2450

One can't help letting one's suppressed cynicism break loose and take over sometimes, and I've got to admit that Cycling Mileage Recorder did just that to me. How in the world could anyone extract any use from such a program?

However, it's a mistake to judge a book by its cover, so just to get some evidence with which to slate this disk, I booted it up.

Well, it's not that bad really. It's a nicely presented program which allows you to enter lots of statistical information about how far and for how long you've cycled each day, presenting a number of overall statistics at the touch of a button about your cycling activities.

Hang on. I'm sorry, but I can't see anyone past the junior stage of unquestioning-enthusiasm-for-madcap-ideas extracting any use from this whatsoever. A good example of a program that really, really didn't need to be written. Strange.

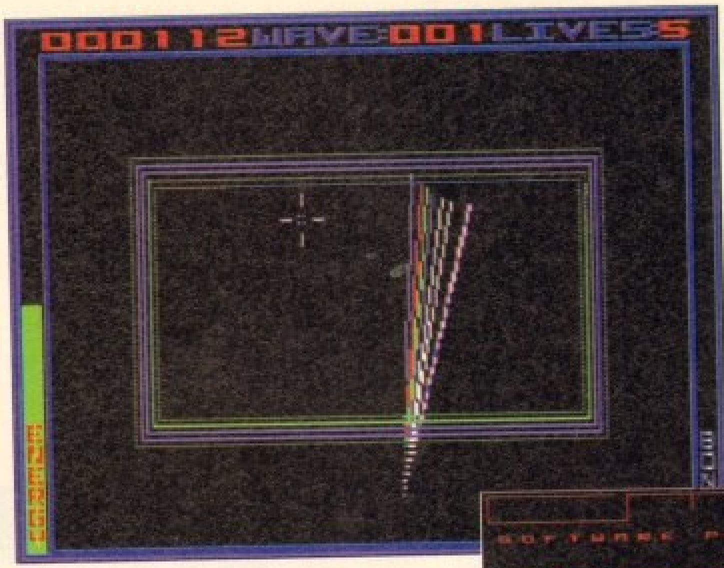
Entity

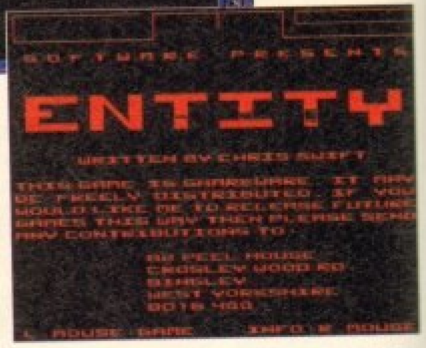
Chris Swift

This rather seminal arcade game is one of the more original I've seen in recent weeks. The presentation is all sophisticated sci-fi, Aliens-style, and the game sets its scene beautifully with a full description and pictures of all the aliens you're likely to encounter.

Although the playing area is a well-shrunken part of the screen, it's a very compelling idea comprising a crosshair controlled by the mouse which leaves tracer trails.

You use these to trap the blob-like aliens before they reach the edge of the screen, by which point they'll have become extra powerful and a graver danger to your safety.





Entity is an off-beat and absorbing mouse-controlled arcader

Should you touch the edges of the playing area, your energy drains at an alarming rate, and so the game becomes a battle between speed and accuracy on the mouse.

An ambitious and well-presented cross between Tron and Light Cycles (sort of), this is mentally stimulating but in the end limited in the excitement stakes.

Funhouse

Roberta Smith, SGA195

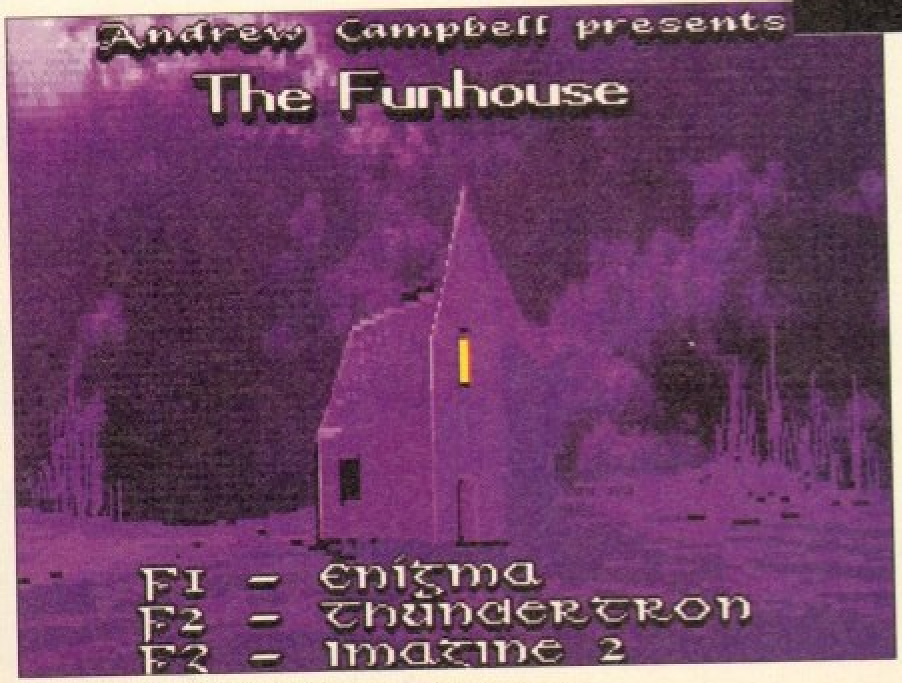
A very nicely presented set of three programs, of which two are games and one is a demo. The first of the games is entitled Enigma, and is a tile game based around varying shapes of board.

Your task is to unite similarly coloured tiles, at which point they disappear. When you've cleared a whole level in this way, you get a more complex board to play on. It's simple, well realised and addictive!

Thundertron is – yes, you've guessed it – a version of the evergreen arcade "classic". I'm sorry but it's getting a bit much. I got a disk the other day with five versions of this damned game on it! Say no more.

Finally Imagine 3 is a demo, which basically constitutes a slideshow of some rather tasteful drawn art, but unless you're comatose or feeling particularly mellow, you'll want something a little more interesting than a load of black and white pictures in slow sequence on a monitor screen...





Two games, a demo and some nice title screens in The Funhouse

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All WB disks are subject to availability

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- +2932-2 THE KING FISHER (2 meg) A classic piece of animation by Roddy McMillan (2 Disks)
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- +2953 KNIGHTY NIGHT NORMAN (2meg) Part 2^
- +3090-8 THE HAUNTED (2 meg)^ An eight disk epic of animation 14 meg of graphics & sound. This is definitely not to be missed
- +3133-5 DANCAN'S BACK (4 meg) Five disks long. Another truly brilliant and funny animation by Roddy
- +3139 STAR WARS II^ (2 meg) A jazzed up Swartz animation

JUST IN...

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- +3374 MODE SWITCH^ 50/60Mhz
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- +3379-3 OCTAMED SAMPLES^
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- +2830 BALOONACY^ Bomb blitz type of game
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- +3310 CLUEDO^ Amiga version of the classic board game
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- +3276 ARENA^ Beat 'em up
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- +3325 DIZZY DIAMONDS^ New version of Tetris cum columns
- +2881 Invaders from space
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- +3326 CHINESE CHECKERS^
- +3274 CASTLEKUMQUAT^ Addictive new platformer
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- +3045 MARIO'S WONDERLAND^ Fast paced Mario platformer clone
- +3119 Mutant Ninja Bed Springs^ Really Weird Game
- +3337 RPG ADVENTURE maker^
- +3152 CLI-TRIS^ The latest in a long line of TRIS games, and this one has to be at the top of the best of 'em.
- +3048 KLAKTRIS^ Fab new Tris game, very addictive
- +3338 SILVERBLADE^ Run of the mill shoot 'em up
- +3340 CASH FRUIT^ new fruit machine simulator
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- +3045 MOTHERLOAD^ is the Amiga version of Load Runner
- +3025 SPACE INVADERS II (+^) Great new version of the classic Invaders
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- +2899 MIDDLE EAST MANIA^
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TEAM 17

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- -2605 THE NIB V2.0 "UPDATE"
- +2968 HELL ZONE
- +2957 THE DEGRADER^
- +2817 MED V3.21 (UTIL)^
- +2815 THE NEW SUPER KILLERS^
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- +3346 AMOS PRO UPDATE 1.12
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- +3155 X-KOPIA v6.5^
- +2997 IBM EMULATOR WB2
- +3310 CLUEDO^
- +3032 FANCY DISK LABELLER
- +3046 WONDERLAND
- +3057 KICK 1.3++^
- +3286 HOIS A1200 MEGADEMO^^
- +3058 SPACEBALLS++^
- +3194 ENGINEERS KIT^
- +3235 FIGHTING WARRIORS^

DIAGNOSTICS

- +3378 AIBB V5^
- +3295 SYS INFO 3.11^
- +3194 ENGINEERS KIT^
- +2357 DISK REPAIRERS^
- +---- AMIGA DIAGNOSTICS^
- +3347 EXTERMIN8^ Virus Killers
- +3201 UNDELETE^ get back deleted files from your disk
- +3394 JOYSTICK TESTER^ great little joystick testing program

TETRIS GAMES

OK on all Amiga's

- TET01 TETREN
- TET02 SUPER TWINTRIS
- TET03 TRITRIS 3 players
- TET04 CLI-TRIS
- TET05 DIGITAL TETRIS (NEW)
- TET06 A1200 TETRIS (NEW)
- TET07 TETRIS PRO (NEW)
- TET08 GAMEBOY TETRIS
- TET09 LETTRIX
- TET10 KLAKTRIS
- TET11 DIZZY DIAMONDS (NEW)
- TET12 AMIGA COLUMNS
- TET13 GIGA TETRIS
- TET14 SHAPES
- TET15 TETRIX
- TET16 TETRIS METALICA
- TET17 AVATRIS
- TET18 D-TRIS
- TET19 TETRIS 2 The original

DEGRADERS

- 3375 DOS DRIVERS (++^) With this disk in your collection you can select from any of the Amiga's kickstarts to use, gives great compatibility with old games etc
- 3356 FAKEMEM (++^) Fakemem gives your Amiga 1200 512k of chip mem & 1.5meg fast thus making 99.9% of all software work
- 2957 THE DEGRADER (++^) Another superb disk that will even allow you to disable floppy drives, memory etc, you can also tell it how much memory you wish to use
- 3057 KICK 1.3 (++^) Is regarded by most as the best degrader available

PRO PD

- +PRO013 DRIVE OPTIMIZER V 1.0 Professional disk optimizer, speeds up disk loading etc.
- +PRO009 IMPLODER V4.0 Extremely fast cruncher
- +PRO007 FREE COPY V1.8 Removes protection from a number of commercial games
- +PRO006 LAND BUILDER V3.2 Vista landscape generator, great

COMPATIBILITY CHART

- \- = Kickstart 1.3
- \+ = Kickstart 1.3 & 2.xx (A500+/A600)
- ++ = Kickstart 2.xx
- ^ = Also works on Kickstart 3 machines
- ^^ = Kickstart 3 machines only (AGA)

>To ensure full compatibility on A1200 order a copy of Kick 1.3

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UTILITIES

- U1 **GHOSTWRITER 2** Demomaker
- U4 **JAZZBENCH** Alternative WB
- U5 **LOADSAICONS**
- U7 **DISKMASTER V3.0** Directory tool
- U10 **ICON MAKER**
- U11 **ICONMANIA**
- U29 **CLI WORK**
- U32 **OPTI UTILITIES** Loads
- U35 **AMIGA WORK STATION**
- U37 **QUANTUM AND TEMPEST UTILS**
- U42 **DISK SALVAGE DIR-UTIL**
- U45 **FULLFORCE UTILITIES**
- U53 **FULLFORCE MEGA UTILITIES 2**
- U54 **QUICKBENCH PLU** Alt. WB
- U58 **ANTI FLICKER**
- U59 **WINDOWS BENCH** (2 disks) Excellent
- U60 **MESSY SID II** Dir-tool
- U69 **SID V1.06 - FF328** Dir work
- U73 **DIRWORK**
- U77 **RED DEVIL UTILITIES 6**
- U79 **RED DEVILS UTILITY 4**
- U81 **QUICKBENCH**
- U82 **DYNAMIC DUO UTILITIES 2**
- U90 **CLI HELP + OTHERS**
- U91 **MCAD DEMO**
- U95 **ELECTROCAD DEMO** Latest
- U101 **NIGHT FLYERS UTILITIES 1** Mega
- U125 **CROSSDOS**
- U126 **SQUASH I** (A500+ ONLY) WB
- U127 **SQUASH II** (A500+ ONLY) WB
- U153 **MYSTIX HARDWARE MCD COMP 1**
- U155 **KEFRENS METALLION UTILS**
- U169 **DESIGNER DISK SET** (3 Disks) Understand Amiga
- U183 **HACK PACK** (2 Disks) 72 Utils
- U190 **SID V2.0** Dir tool
- U191 **DELTRAX UTILITIES 1**
- U192 **DELTRAX UTILITIES 2**
- U195 **LITTLEBENCH** Alternative WB
- U196 **BROTHERHOOD UTILS 1**
- U197 **BROTHERHOOD UTILS 2**
- U198 **BROTHERHOOD UTILS 3**
- U206 **ENERGY UTILITIES** – 37 in all
- U229 **GAMES CHEAT LIST 2**
- U230 **INSTALL** Install your disks
- U236 **CHEMMIMATE** Reaction anim
- U237 **THE GURU V2.0** A500+/A600
- U241 **WHAT IS V1.2A** File utility
- U242 **MSH V1.3** Handles MSDOS files
- U260 **SUPERLOCK V1.01** Security prog
- U262 **DARKSTAR UTILS 2** Full of ideas
- U263 **DARKSTAR UTILS 3** lots
- U264 **DARKSTAR UTILS 4** more
- U267 **ARP V1.3** Alternative commands
- U271 **NBS SPEEDBENCH** Fast loading
- U282 **SUPER C DIR TOOLS**
- U288 **EYE OF THE BEHOLDER CLUES** Hints
- U291 **COMPUTEREYES UTILS VOL 1**
- U292 **COMPUTEREYES UTILS VOL 2**
- U293 **COMPUTEREYES UTILS VOL 3**
- U294 **COMPUTEREYES UTILS VOL 4**
- U295 **COMPUTEREYES UTILS VOL 5**
- U296 **COMPUTEREYES UTILS VOL 6**
- U297 **COMPUTEREYES ICONS**
- U308 **AMOS COMPILER UPDATE 1.34**
- U318 **MULTIDOS** PC>Amiga
- U320 **CLI-UTILS**
- U321 **AMOS COMPILER UPDATE V1.34**
- U323 **WINDOWS BENCH V2.0** (2) P ONLY
- U329 **BLACK TIGER STAR MIX II** 15 utils
- U330 **FLASHDISK RELEASE 3** Optimiser
- U331 **ASSASSINS HANDY TOOLS V1.0**
- U332 **ASSASSINS HANDY TOOLS V3.0**
- U337 **PD SPECTACULAR VOL 1**
- U338 **SUPER WORKBENCH V1.5**
- U339 **BITS & BATS 2**
- U343 **WORKBENCH HACKS** (A500+/A600*)
- U346 **PROF DEMO CREATOR V1.1**
- U349 **SUPER POWER PACKERS**
- U350 **MYSTIX MOD 3**
- U351 **WORKBENCH HACKS**
- U252 **C-COMMANDS**
- U353 **ANC 22-28 UTILS**
- U356 **PHANTASMAGORIA** Hardware Coll
- U361 **RDM** Directory util
- U391 **HACKTAR 1.6** Adv Creator
- U392 **STD CODE FINDER U.K.**
- U393 **RAD BENCH 1.4**
- U396 **FILE FINDERS & Q MOUSE**
- U399 **TOGGLE CLICK** A600/A1200 only-Stops drive click
- U404 **ENGINEERS KIT** Diagnostic tools
- U405 **SLEEPLESS NIGHTS 3** (A1200 only) Utils
- U408 **TOOLS FANTASTICA**
- U411 **A1200 UTILS**
- U383 **LSD LEGAL UTILS 32**
- U417 **LSD LEGAL UTILS 33**
- U418 **LSD LEGAL UTILS 34**
- U384 **LSD LEGAL UTILS 43**
- U385 **LSD LEGAL UTILS 44**
- U386 **LSD LEGAL UTILS 45**
- U387 **LSD LEGAL UTILS 46**
- U388 **LSD LEGAL UTILS 47**
- U419 **LSD LEGAL UTILS 48**
- U389 **LSD LEGAL UTILS 54**
- U390 **LSD LEGAL UTILS 55**
- U412 **LYAPUNOVIA** Picture generator
- U413 **ARESTAURE** Mends deleted files
- U414 **FAST INTRO MAKER**
- U415 **P-COMPRESS** Packer
- U416 **S-TEXT** Text packer
- U417 **A1200** WB Hacks

BUSINESS

- BU86 **JOURNAL** Accounts
- BU96 **AMIBASE V3.76** Database
- BU104 **BANK'N** Cheque account
- BU105 **AMICASH BANKIN** Accounts
- BU106 **Q BASE & SPREADSHEET** Addresses
- BU108 **VISICALC SPREADSHEET** Like Lotus 123
- BU111 **ANALYTICALC** * (2) Spread-sheet, powerful
- BU112 **FLEXIBASE V2.0** DBase
- BU124 **BUSINESS CARD MAKER**
- BU128 **SCALC & WORDWRIGHT**
- BU129 **WORDWRIGHT & SPELL**
- BU131 **U-EDIT W/PROCESSOR**
- BU132 **TEXTPLUS W/PROCESSOR**
- BU133 **600 BUSINESS LETTERS**
- BU134 **QED TEXT EDITOR**
- BU135 **AMIGAFOX DTP V1.1** Puts pics with text
- BU136 **AMIGASPELL** Spellchecker
- BU137 **WORD FRENZY-QBASE & SPELL**
- BU138 **AMIGAFOX V1.0** W/Processor
- BU145 **TEXT ENGINE V4** W/Processor latest
- BU152 **AMIBASE PROF II V1.2** D/Base
- BU158 **MICROGNUEMACS** Text editor
- BU162 **A-Z SPELL** Spellchecker
- BU171 **ILLINOIS LABEL PRINTING**
- BU172 **INVOICE PRINTER**
- BU185 **HOME BUSINESS 1 – NAG** Diary
- BU186 **CLERK V4.0** Accounts – latest
- BU204 **MAIL-O-DEX** Mail Database
- BU212 **LABEL DESIGNE**
- BU213 **TEXTRA** Text editor
- BU231 **SPELLCHECK V1.2**
- BU248 **CHECKBOOK ACCOUNTANT**
- BU251 **BUDGET V1.3-4** Finances
- BU252 **ANNOTATE**-A500+/A600 ONLY. Text ed
- BU253 **ANALYRIM** (2 Disks) ** S/Sheet + D/Base
- BU254 **SUPERSPELL** Global spell check
- BU301 **FORMS UNLIMITED** Loads
- BU304 **P SUITE V1.4**
- BU314 **P WRITER** Text editor
- BU324 **WORDPOWER** Thesaurus
- BU325 **EDWORD** W/Processor
- BU326 **ADDRESS BOOK**
- BU327 **BOILER PLATE** W/Processor & Bus. letters
- BU328 **LITTLE OFFICE** WP, S/S, D/B + Graphix
- BU329 **MORTGAGES ANALYSER**
- BU330 **PRINT A CARD** Design
- BU331 **LCD CALCULATOR**
- BU332 **AMIGA MAIL** Address lists
- BU333 **MAILBASE** Addresses & labels
- BU334 **PC FORM LETTERS**
- BU335 **PAY ADVISE ANALYSER**
- BU336 **MONEY PROG** * Good accounts
- BU337 **CHEQUE BOOK** Accounts prog
- BU339 **D LAB** Disk labeller
- BU340 **LOGINFO** Phone bills for modem
- BU341 **EASYCALC** New spreadsheet
- BU181 **B BASE II** Database
- BU319 **ORDER v1.7** Database
- BU342 **LS LABEL** Label print
- BU343 **DATABASE WIZARD**
- BU398 **ADDRESS PRINT v3.0**
- BU399 **TEXTPLUS v4.0** Hard Drive only

HOBBIES

- H 57 **GENEAOLOGY** * Family tree
- H 88 **CROSSWORD DESIGNER**
- H148 **A-GENE** Family history
- H175 **GOLF RECORDER v 1.84**
- H202 **ROAD ROUTE USA**
- H205 **DIETAID**
- H214 **FOOTBALL LEAGUE EDITOR**
- H232 **AUTOGRAPH** Petrol consumption
- H247 **CALORIE BASE** For recipies
- H250 **DARTS LEAGUE D/BASE**
- H298 **CULT TV VOL 1** TV series info
- H299 **WHOM 2** Data on TV progs.
- H302 **LAST WILL & TESTAMENT**
- H305 **ASTRO 22 v 3.0** Latest astrology
- H307 **FAMILY HISTORY D/BASE**
- H310 **TEN PIN BOWLING D/BASE**
- H333 **AMIGA PUNT** Horse racing
- H336 **PERM CHECK v1.0** Pools predicter
- H342 **STITCHERY** Cross stitch work
- H359 **RACE RATER** Horse predicter
- H360 **QUESTION ATORT** Quizmaker
- H361 **NEW BIORYTHMS** Excellent prog.
- H362 **WINE MAKERS D/BASE**
- H363 **CYCLING M** Useful
- H364 **DARTS MACHINE** Score recorder

COMMUNICATIONS

- C 25 **COMMSOFT** Needs C26
- C 26 **COMMSPANION** Needs C25
- C 62 **AZ-COMM** Modem programme
- C 71 **SUPERTEX v2.1** Videotex term Em.
- C 76 **MODEM UTILS** Access!v1.4,CNet
- C187 **VT 100** Terminal Em.
- C222 **JR COMM v1.02** For modems
- C249 **TERM II v1.1** Comms prog WB2/3
- C303 **OPTI COMMS** Inc.N Comm 2
- C347 **SATELLITE TRACKER**
- C357 **AMATEUR RADIO 1** Propagation etc
- C358 **AMATEUR RADIO 2** PIC, Previews etc
- C359 **AMATEUR RADIO 3** CONNplex, Ham etc
- C360 **AMATEUR RADIO 4** Morse, Speech etc
- C361 **AMATEUR RADIO 5** Ta-term, BBS etc
- C362 **AMATEUR RADIO 6** AVT, PicLib etc
- C364 **AMATEUR RADIO 8** Master Driver
- C365 **AMATEUR RADIO 9** Morse tutor
- C366 **AMATEUR RADIO 10** Terminal 1.2
- C367 **AMATEUR RADIO 1** Satloc etc
- C368 **AMATEUR RADIO 12** Satellites
- C369 **AMATEUR RADIO 13** Ami-pack 1.51
- C370 **AMATEUR RADIO 14** Ami-pack 2.0
- C371 **AMATEUR RADIO 15** Logbook
- C372 **AMATEUR RADIO 16** Access 1.42
- C373 **AMATEUR RADIO 17** Access !
- C374 **AMATEUR RADIO 18** Radio log
- C375 **AMATEUR RADIO 19** Telecomm
- C376 **AMATEUR RADIO 20** Satellites
- C377 **AMATEUR RADIO 21** Satloc
- C378 **AMATEUR RADIO 22** Satellites
- C379 **AMATEUR RADIO 23** Comms
- C380 **AMATEUR RADIO 24** Admin LAN
- C381 **AMATEUR RADIO 25** Comms-sys
- C382 **AMATEUR RADIO 26** Domain TEXT
- C383 **N COMM v3.0** Latest

EMULATORS

- EM 87 **SPECTRUM + 40 GAMES**
- EM139 **A64 v1.0** C64 emulator
- EM141 **IBeM** PC emulator
- EM143 **ST EMULATOR**
- EM144 **SPECTRUM**
- EM149 **C64 GAMES DISK 1** use with
- EM150 **C64 GAMES DISK 2** emulator
- EM215 **A64 EMULATOR v2.0*** Latest C64 emulator
- EM216 **PC TASK** * PC Emulator
- EM217 **ZX SPECTRUM EMULATOR**
- EM306 **MS-DOS PROGS FOR PC TASK**
- EM324 **KICKSTART 2** 1.3 users get this!
- EM397 **NUMPAD** (A600 ONLY) Numeric keypad
- EM400 **KICK 1.3** (kickstart 2 & 3 only) Degrades to Kickstart 1.3
- EM406 **SPECCY EMULATOR v1.4**
- EM410 **DEGRADER** Degrades to 1.3
- EM411 **PC TASK v 2.0** PC Emulator (AGA machines)

PRINTER DRIVERS

- PD177 **PRINTER DRIVERS** (2 Disks) Loads of 'em!
- PD200 **PRINTER DRIVER GENERATOR** Make your own
- PD275 **JOY OF PRINTING** Drivers + fonts
- PD281 **PRINT STUDIO** 41 drivers – good
- PD327 **CANON PRINTER DRIVERS**
- PD328 **PRINTER DRIVERS UPDATE 3**
- PD335 **PRINTER DRIVERS** Canon BJ10e
- PD354 **PRINTING UTILS v1.0** PPtype, PPshow etc
- PD358 **CANON PRINTER DRIVER** BJ130 etc
- PD407 **PRINTER DRIVERS COLL** Star/Epson/Panasinic/HP

COPIERS

- CP147 **PD COPY PROF v3.0**
- CP189 **D COPY v1.0** Excellent
- CP234 **FLASH COPY** Multi-tasking
- CP257 **FREE COPY v1.0** Removes protection
- CP313 **NIB v2.0** Removes protection
- CP340 **ASI CRUNCH 'N' COPY 2** Collection
- CP341 **COOL COPIER v2.0** Fast & safe
- CP348 **ASI DISK COPIERS** Collection

PROGRAMMING

- PR 47 **C LANGUAGE MANUAL** (3 Disks)
- PR 49 **C LANGUAGE COMPILER**
- PR 55 **PROGRAMMING DISK 1** Language info
- PR 72 **PASCAL LANG PROG**
- PR 94 **POWER LOGO v1.0** Lisp & Logo
- PR110 **PDC** (3 Disks) Programmers aid
- PR118 **BC-FORTRAN**
- PR166 **AMIGA CODERS CLUB** (6 Disks)
- PR225 **CURSOR COMPILER** Basic lang.
- PR239 **DME V1.45** Programmers Text Ed
- PR243 **DICE v2.06.0** (2 Disks) C Environment
- PR244 **PCQ v1.2a** (3 Disks) Pascal compiler
- PR326 **SOZOBAN C DISK** AZ Text etc
- PR355 **ASM ONE** Assembly package
- PR357 **EZASM** Assemblers
- PR358 **C MANUAL** (12 Disks) The best yet!

GRAPHICS

- GU154 **ACU GENERAL UTILITIES NO 24**
- GU155 **ACU GRAPHIC UTILITIES NO 25**
- GU168 **CARTOON BRUSHES**
- GU211 **PICTUREHELP V1.0**
- GU219 **TV GRAPHICS** (2 Disks)
- GU221 **GRAPHICS MANAGEMENT** (2 Disks)
- GU226 **GRAPHIC UTILS**
- GU227 **REAL 3D FONTS**
- GU228 **REALTIMES** (2 Disks) 3D Pics
- GU240 **RICK PARKS ART**
- GU245 **BOOTPIC V1.2**
- GU246 **CLIP-ART PORTFOLIO** (15 disks)
- GU261 **LARGE FONTS DISK** (2 Disks)
- GU265 **SCANNES CLIP-ART** (3 Disks)
- GU266 **PG CLIP-ART**
- GU268 **EXILE FONTS**
- GU269 **DYNAMITE FONTS**
- GU270 **FONTS & SURFACES**
- GU272 **CLIP-ART COLL** (8 Disks)
- GU273 **CLIP-ART VOL 1** (7 Disks)
- GU274 **FONTLIB**
- GU276 **SOMETHING FOR NOTHING 1**
- GU277 **SOMETHING FOR NOTHING 2**
- GU278 **AGATRON UTILITIES**
- GU279 **DYNAMITE FONTS 2**
- GU280 **HACK FONTS 1** (2 Disks)
- GU283 **COSMOPOLITAN FONTS 1**
- GU284 **COSMOPOLITAN FONTS 2**
- GU285 **COSMOPOLITAN FONTS 3**
- GU286 **COSMOPOLITAN FONTS 4**
- GU289 **SONIC DEV CONVERTERS PACK**
- GU290 **BEATRIX POTTER CLIP-ART**
- GU300 **GELIGNITE FONTS**
- GU309 **RAY DANCE** (2 Disks)
- GU310 **T.S.P. PICTURE FONTS**
- GU311 **DISK MANAGER + FONTS** (Plus only)
- GU312 **SHADOW MAKER**
- GU313 **MOVIE MAKER**
- GU314 **ANIMATIONS BRIDGE V1.0**
- GU315 **PLOTTING & GRAPHICS**
- GU316 **DOCK ICONS**
- GU317 **ASSASSINS MULTI-VISION V1.0**
- GU318 **THE SNOWMAN CLIP-ART**
- GU319 **PAGESTREAM 2.1 FONTS** (Disks)
- GU320 **WALT DISNEY CLIP-ART**
- GU321 **MAGNETIC PAGES V1.3**
- GU322 **COMPUTEREYES FONTS PACK 1**
- GU323 **COMPUTEREYES FONTS PACK 2**
- GU324 **COLOURED ICONS**
- GU325 **GRAPHICS RIPPER**
- GU362 **DIRECT ACTION** Anim creator
- GU363 **M.A.K.** Mandelbrot adv kit
- GU402 **FREE PAINT** Copy of DPaint
- GU403 **VIEWTEC v1.02** AGA graphics display
- GU404 **FONTS DISK 1** Large & small
- GU405 **DIGI FONTS** Good variety
- GU406 **COLOUR FONTS 1** Modern, Olde, Pica
- GU407 **COLOUR FONTS 2** Marble, Rocks, Grids
- GU408 **COLOUR FONTS 3** Dimond, Eye, Sun
- GU409 **COLOUR FONTS 4** Digi/Font brushes
- GU410 **COLOUR FONTS 5** Cinnam 8, 16 etc
- GU411 **COLOUR CLIP-ART** Hi/Med/Low for DTP
- GU412 **COLOUR CLIP-ART** Animals
- GU413 **COLOUR CLIP-ART** Animals B&W IFF
- GU414 **CONTACH CLIP-ART 1** Cartoon, Zodiac, Cartoon
- GU415 **CONTACH CLIP-ART 2** Buildings, Xmas, Transport
- GU416 **CONTACH CLIP-ART 3** Signs, Teddys, Work

MUSIC UTILITIES

- MU182 **FUTURE COMPOSER** Sound tracker
- MU190 **OCTAMED v1.0b FF579** Music editor
- MU256 **MULTI-PLAYER V1.11A** Music
- MU315 **POWER PLAYER V2.1** Plays modules in MED
- MU316 **PLAY & RAVE V1.0** (2 Disks) Link modules together
- MU317 **DENNIS SAMPLES DISK 2** Madonna, Peeper
- MU318 **DENNIS SAMPLES DISK 3** Baby cough etc
- MU319 **DENNIS SAMPLES DISK 4** Telephone, Big Ben, Wind
- MU321 **DENNIS SAMPLES DISK 6** Mutant Turtle, Star Trek
- MU322 **DENNIS SAMPLES DISK 7** Heavy monster etc
- MU323 **ASSASSINS AUDIO MAGIC VOL 1.1** Lots – Superb!
- MU324 **ASSASSINS AUDIO MAGIC VOL 2** Trackers and Players
- MU325 **SOUND APPLICATIONS A & B** (2 Disks)
- MU326 **MEGA MON v 3.20**
- MU327 **SAMPLE MAKER**
- MU328 **CASIO CZ-101**
- MU329 **DX 100**
- MU330 **PENDLE EUROPA**
- MU331 **AUDIO ANIMATION STUDIO**
- MU332 **INSTRUMENTS & SAMPLES** Use with Sound Tracker
- MU333 **PROTRACKER v2.2**
- MU334 **NOISETRACKER v2.0**
- MU335 **SOUND TRACKER v4.0**
- MU336 **PROTRACKER v2.3** Latest
- MU337 **ASI AUDIO MAGIC Vol 3** Trackers
- MU338 **ASI AUDIO MAGIC Vol 4** Inc Pro Tracker v3
- MU2 **MODULES ONE**
- MU3 **MODULES TWO**
- MU4 **MODULES THREE**
- MU5 **MODULES FOUR**
- MU6 **MODULES FIVE**
- MU7 **MODULES SIX**
- MU10 **ST-01** – 118 samples
- MU11 **ST-02** – 134 samples
- MU12 **ST-03** – 79 samples
- MU13 **ST-04** – 90 samples
- MU14 **ST-05** – 71 samples
- MU15 **ST-06** – 104 samples
- MU16 **ST-07** – 60 samples
- MU17 **ST-08** – 48 samples
- MU18 **ST-09** – 89 samples
- MU19 **ST-10** – 66 samples
- MU20 **ST-11** – 79 samples
- MU21 **ST-12** – 96 samples
- MU22 **ST-13** – 82 samples
- MU23 **ST-14** – 94 samples
- MU24 **ST-15** – 33 samples
- MU25 **ST-16** – 79 samples
- MU26 **ST-17** – 90 samples
- MU27 **ST-18** – 80 samples
- MU28 **ST-19** – 84 samples
- MU29 **ST-20** – 92 samples
- MU30 **ST-21** – 80 samples
- MU31 **ST-22** – 46 samples
- MU32 **ST-23** – 14 samples
- MU33 **ST-24** – 25 samples
- MU34 **ST-25** – 41 samples
- MU35 **ST-26** – 150 samples
- MU36 **ST-27** – 110 samples
- MU37 **ST-28** – 93 samples
- MU38 **ST-29** – 48 samples
- MU39 **ST-30** – 80 samples
- MU40 **ST-87** – samples
- MU41 **ST-89** – samples
- MU42 **ST-90** – samples
- MU43 **ST-92** – samples
- MU44 **ST-93** – samples
- MU45 **ST-94** – samples
- MU46 **ST-97** – samples
- MU47 **ST-98** – samples
- MU339 **OCTAMED V2.0** 8 channel MED sequencer
- MU340 **CDTV PLAYER** Simplifies audio CDus
- MU341 **SUPERSOUND v2.1** Sound sampling with all effects

EDUCATION

- E1 **EDUCATION DISK 1**
- E2 **EDUCATION DISK 2**
- E3 **EDUCATION DISK 3**
- E4 **EDUCATION DISK 4**
- E5 **EDUCATION DISK 5**
- E6 **LEARN & PLAY** (2)
- E7 **WORD GAME VOL 1**
- E8 **WORD GAME VOL 2**
- E9 **MATHS DRILL**
- E10 **TYPING TUTOR**
- E11 **KIDSPAINT**
- E12 **SIMON'S COLOURS**
- E13 **STORYLAND 2**
- E14 **TC ASTRONOMY**
- E15 **TC DINOSAURS**
- E16 **PAIR IT**
- E17 **SPELLCHECK**
- E18 **LANGUAGE TRANSLATOR**
- E19 **COLOUR IT V1.3**
- E23 **COLOUR THE ALPHABET**
- E24 **DTP – FOR KIDS**
- E25 **ALGEBRA**
- E26 **MATHS WIZARD**
- E27 **AMOSAGRAM**
- E28 **BLACKBOARD MATHS**
- E29 **KING JAMES BIBLE** (4)
- E30 **MR MEN STORIES**
- E31 **READY ROBOT**
- E32 **SCIENCE 3** – Physics
- E203 **MULTIPLOT vXLNE** (2 Disks) Data plotting prog
- E258 **MATHPLOT** Lin/log plotter
- E259 **PLOTTER v3.90** 2 dim math plots
- E311 **AMIGA TUTORIAL** Beginners
- E322 **AGRAPH** Pie charts & others
- E334 **SACC TO SCHOOL** Kids puzzles
- E335 **FIREWORK ALPHABET** Learning aid demo
- E336 **GRAMMAR** Correct your errors
- E337 **WORLD GEOGRAPHY**

CLASSICS

Helps with your English Literature revision!!

All disks run on A500/A500+/A600/A1200

Shakespeare Collection:

- CL 1 MIDSUMMER NIGHTS DREAM; MACBETH; JULIUS CAESER; ANTHONY & CLEOPATRA.
- CL 2 AS YOU LIKE IT; LOVERS COMPLAINT; CYMBELINE; HAMLET.
- CL 3 ROMEO & JULIET; PASSIONATE PILGRIM; PHEONIX & TURTLE; SONNETS; CORIOLANUS.
- CL 4 TWELTH NIGHT; VENUS & ADONIS; TROILUS & CRESSIDA; LOVES LABOUR LOST.
- CL 5 TWO GENTLEMEN OF VERONA; A WINTERS TALE; RAPE OF LUCRECE; PERECLES.
- CL 6 OTHELLO; MUCH A DO ABOUT NOTHING; MEASURE FOR MEASURE.
- CL 7 HENRY VI PARTS 1,2 & 3.
- CL 8 HENRY IV PARTS 1 & 2; HENRY V.
- CL 9 RICHARD II; RICHARD III.
- CL10 HENRY VIII; KING JOHN; KING LEAR.
- CL11 THE TAMING OF THE SHREW; THE TEMPEST; TIMON OF ATHENS; TITUS ANDRONICUS.
- CL12 ALLS WELL; COMEDY OF ERRORS; MERCHANT OF VENICE; MERRY WIVES OF WINDSOR.

- CL13 WORKS OF MILTON 1; PARADISE LOST.
- CL14 WORKS OF MILTON 2; POEMS SONNETS ETC.
- CL15 WORKS OF HOMER - THE ILLIAD(2 disks).
- CL16 WORKS OF HOMER - THE ODYSSEY.
- CL17 MARK TWAIN -TOM SAWYER.
- CL18 MARK TWAIN - THE PRINCE & THE PAUPER.
- CL19 LEWIS CARROLL -ALICE IN WONDERLAND; ALICE THROUGH THE LOOKING GLASS.

SUPERB QUALITY CLIPART

- GU326 **ART ONE** (2 Disks) Weddings
- GU327 **ART TWO** (2 Disks) Houses
- GU328 **ART THREE** (3 Disks) Religious
- GU329 **ART FOUR** WWI Aircraft
- GU330 **ART FIVE** (2 Disks) Men
- GU331 **ART SIX** (2 Disks) Women
- GU332 **ART SEVEN** (2 Disks) Kids
- GU333 **ART EIGHT** Business
- GU334 **ART NINE** Office
- GU335 **ART TEN** Students
- GU336 **ART ELEVEN** Sale
- GU337 **ART TWELVE** (3 Disks) Christmas
- GU338 **ART THIRTEEN** (3 Disks) Punch
- GU339 **ART FOURTEEN** Animals
- GU340 **ART FIFTEEN** Cats
- GU341 **ART SIXTEEN** Silhouettes
- GU342 **ART SEVENTEEN** (2 Disks) Schools
- GU343 **ART EIGHTEEN** Babies
- GU344 **ART NINETEEN** (2 Disks) Sport
- GU345 **ART TWENTY** Olympic
- GU346 **VIEW 3.2** Anim Player
- GU347 **HAM LAB PRO V2.08** Picture converter

VIDEO WORK

- V 99 **CATALOGUE WORKSHOP 1**
- V100 **CATALOGUE WORKSHOP 2**
- V179 **VIDEO APPLICATION UTILS**
- V180 **VIDI FONTS 1**
- V220 **VIDEO GRAPHICS** (4 Disks)
- V345 **VIDEO WIPES**
- V401 **INSCRIPT** Video titler
- V402 **TELE TITLE 2** Video titler

VIRUS HELP

- VH 44 **MASTER VIRUS KILLERS v2.0**
- VH 93 **WARRIORS VIRUS KILLERS**
- VH218 **NEW SUPERKILLERS v2.0**
- VH235 **BOOTX v3.0ED**
- VH312 **LINK VIRUS DETECTOR**
- VH344 **VIRUS CHECKER v6.15**
- VH409 **EXTERMIN 8**
- VH410 **A1200 VIRUS KILLERS**
- VH411 **VIRUS Z** – Latest

HARD DRIVE UTILS

- HD102 **HARD DISK UTILS** Excellent collection
- HD223 **DELTRAX HARD DRIVE UTILS 1** Filefinder, HDClick
- HD395 **RE-ORG V2.3** Optimiser

A1200 A4000 ONLY

5 EXCITING NEW DISKS FOR A1200/A4000 ONLY WEIRDSCIENCE 1-5 Slideshow + Music

NEW SUPER HAM PICS! FOR A1200/A4000 ONLY SH 1-6 Superb quality pictures

- **HOY AGA DEMO** (*) 1st 1200 demo.

DEMOS

- D 32 **BUDBRAIN MEGADEMO 2**
- D 57 **NEWTEK DEMO REEL 3** (2 disks)
- D110 **BUDBRAIN MEGADEMO 3**
- D138 **THE SILENTS - ICE**
- D143 **END OF THE CENTURY 1999** NO BRAIN-NO PAIN
- M158 **PINK FLOYD - THE WALL** (6 disks)
- M162 **MASTERS AT WORK 2**
- M163 **SANITY - YESTERDAY** Brill!
- D201 **CRIONICS MEGADEMO**
- D207 **KEFRENS MEGA DEMO VIII** (2 disks)
- D301 **GULF WAR CONFLICT** ***
- D303 **THE DATING GAME** *** (3 disks)
- D304 **UTOPIA TOTAL CONFUSION**
- D305 **ODYSSEY** (5 disks)
- D306 **ANARCHY-SEEING IS BELIEVING**
- D307 **CRIONICS HARDWIRED** (2 disks)
- D308 **RAZOR 1911 VOYAGE**
- D310 **WACKO METAPHORPH ANIM** *
- D311 **ROBOCOP/RUNNING MAN ANIM** *
- D312 **KERFRENS DESERT DREAM 1993** (2 disks)
- D313 **JESUS ON E'S** (2 disks) 20 mins WOW!

BUSINESS PACK 1:
BU42 Disk Salvage
BU86 Journal
BU112 Flexibase
BU108 Visicalc Spreadsheet
BU130 Textplus v2.2
BU136 Amigaspell
6 DISK PACK £7.50

BUSINESS PACK 2:
BU135 Amigafox DTP
BU108 Visicalc Spread
BU152 Amiga Prof II
BU68 Fonts Disk
BU23/24 Clip Art Disk 1 & 2
BU104 Bank'n
7 DISK PACK £8.75

MUSIC PACK 1:
MU199 Protracker v2.0
5 Sample Disks
ST1-5
6 DISK PACK £7.50

MUSIC PACK 2:
MU77 MED 3.2 Music Editor
5 Sample Disks
ST6-10
6 DISK PACK £7.50

MUSIC PACK 3:
MU49 StarTrekker 1.3
5 Sample Disks
ST11-15
6 DISK PACK £7.50

EDUCATION PACK 1:
E4 Science-Weather, gravity, etc.
E3 Nature-Clouds, bugs, worms, etc.
E1 Language-German Tutor
E2 Geography-Capitals of America
E5 General-Calendar, World Map etc.
5 DISK PACK £6.25

EDUCATION PACK 2:
E6 Learn & Play 1 & 2
E9 Maths Drill
E11 Kids Paint
E12 Simons Colours & Space Maths
6 DISK PACK £7.50

NO FRILLS – NO GIMMICKS – JUST GREAT PD – WYSIWYG!!

GAMES

- G2 **WASTELANDS** Adventure
- G3 **SEVEN TILES** Football
- G4 **MEGABALL** Breakout
- G5 **STAR TREK I** (2) Space
- G6 **PIPELINE** Pipemania type
- G7 **BREAKOUT CONS SET**
- G8 **BLIZZARD** Multi-level
- G11 **MORIA** * Dungeon & Dragon Adv
- G12 **COLOSSAL WORLD** Adventure
- G13 **CASTLE OF DOOM** Adventure
- G14 **HOLY GRAIL** Text only adv
- G15 **GOLDEN FLEECE** Text only adv
- G18 **LARN**
- G19 **GALORE VOLUME 1** 11 games
- G20 **TRUCKIN'** (2) (2 Drives) Strategy
- G22 **CARD GAMES** Harp, Platt, Queens
- G23 **SUPER TWINTRIS** Shape dropping
- G24 **ROLLERPEDE** Space centipede
- G26 **SPACEBLITZ** Invaders etc.
- G27 **GAMES DISK 5** 6 games
- G29 **GAMES DISK 7** Backgammon etc
- G30 **MENTAL IMAGES GAMES DISK 1**
- G32 **SHANGHAI** (Demo) Tiles
- G33 **WIZZYS QUEST** * Arcade puzzle
- G34 **RETURN TO EARTH** Elite type
- G35 **LLAMATRON** 512K & 1Mb Sea
- G38 **DRIP** * Arcade type
- G39 **BUG BASH** S.E.U.
- G40 **ASTEROIDS** Arcade
- G41 **ESCAPE FROM JOVI** Space Arcade
- G42 **GRAV ATTACK** S.E.U.
- G43 **DOWNHILL CHALLENGE** Tactics
- G44 **BATTLEFORCE** RPG Fantasy
- G45 **DRAGON CAVE** Dungeon Mast type
- G46 **THE J.A.R.** Arcade 1/2 player
- G47 **RINGS OF ZON** * Arcade RPG
- G48 **MAYHEM** Space Adv
- G49 **MECHFIGHT RPG** RPG
- G50 **THE TENNIS GAME** * (P ONLY) Arcade
- G51 **BUCK ROGERS** (PD GAME) Space
- G52 **GREYSLAYER** Arcade adv
- G53 **SCUM EATERS** S.E.U.
- G54 **STAR TREK 2** * (3) Arcade adv
- G55 **POM POM GUNNER** * Arcade
- G56 **FRUIT MACHINE** * Excellent
- G57 **MECHFORCE** (2 Disks) RPG
- G58 **SEA LANCE** * Submarine Sim
- G59 **KLONDIKE** Cards
- G60 **TREK TRIVIA** Quiz
- G61 **SURVIVOR** Space adv
- G62 **AIR ACE II** WWII S.E.U.
- G63 **COMP ADV SOLUTIONS DISK 1**
- G64 **COMP ADV SOLUTIONS DISK 2**
- G65 **MERV THE MERCILESS** Platform
- G66 **SNAKEPIT** Make the snake grow!
- G67 **TREASURE HUNT** (6-8 yrs)
- G68 **CHEAT LIST GAMES V1.0**
- G69 **WACKO JNR IN WONDERLAND**
- G70 **PARACHUTE JOUST** Good graphics
- G71 **CRYSTAL CAVERNS** Arcade adv
- G72 **TREK-73** Space text adv
- G73 **ZEUS – THE GAME** Puzz tiles
- G74 **DUNGEON DELVER** (2 Disks) Mazes
- G75 **PICK UP A PUZZLE** * (2 Disks) Jigsaws
- G76 **CHAINSAW DEATH** * Futuristic
- G77 **CAN YOU PICTURE IT** * (2 Disks) Jigsaw
- G78 **CROSSFIRE** *
- G79 **BALLOONACY** * Bomber
- G80 **WOODEN BALL** Marble type
- G81 **DEMOLISION MISSION** * Bomber
- G82 **BLACKJACK** Card
- G83 **HYPERBALL** Marble type
- G84 **PETER'S QUEST** Arcade
- G85 **KIDS PAINT** Colouring book
- G86 **YELP** Kids
- G87 **TURRICAN II DEMO**
- G88 **AMIGAMAN GAMES** 10 games
- G89 **BIONIXS CHALLENGE II** Good
- G90 **SHAPES**
- G91 **GO LOOLY** S.E.U. Good graphix
- G92 **STAR TREK THE NEXT GEN**
- G93 **BLOCKIT**
- G94 **HACK** Text adv
- G95 **DRAGON TILES**
- G96 **BOARD GAMES**
- G97 **ATIK ATAK** C64 game
- G98 **AVALANCHE**
- G99 **BART SIMPSON** Scrolling S.E.U.
- G124 **PIPE RIDER** Space Invader S.E.U.
- G125 **RAMIFY** Pairing
- G126 **RUSH HOUR** Frogger
- G127 **TOMTESPELET** Speed ball type
- G129 **WET BEAVER GAMES** Pong
- G130 **WIZARD WORLD** S.E.U. Platform
- G131 **WORLD OF FOOLS** S.E.U. collection
- G133 **CARD SHARP**
- G134 **TOTAL WAR** Risk type
- G135 **AIRMANIA** Platform
- G136 **SKYFLYER** WWII S.E.U.
- G137 **PUDGLES** Q'bert brill
- G138 **SQUATS REVENGE** Wolf clone
- G139 **PAIR IT** Shapes
- G140 **GAMES COMPILATION I** 6 games
- G141 **ATLANTIS I** Strategy
- G142 **NAPOLEONIC WAR SIMULATION**
- G143 **MISSION RAID PART II** S.E.U.
- G144 **SNAKES & LADDERS** Good
- G145 **GAMES GALORE VOL 7** For the young
- G146 **AIR WARRIOR** Flight sim
- G147 **CAR**
- G150 **NETHACK** (2 Disks) D+D Adv
- G151 **E-TYPE** Arcade S.E.U.
- G152 **DUNGEONS OF NADROJ** Hacktype
- G153 **QUICK & SILVER** Platform. Excellent
- G154 **MASTER OF THE TOWN**
- G155 **BRAINBALL** Pinball type
- G156 **ETHOS** Text adv + pics
- G157 **BATTLE CARS** 3D cars S.E.U.
- G158 **CHALLENGER** Quiz - 5 player
- G182 **CATACOMB** Graphic adv
- G183 **KINGDOM AT WAR** War games
- G184 **SMASH TV RIPOFF** S.E.U.
- G185 **DOODY** Mario platform
- G186 **PICK OUT** Pair it. V. good
- G187 **NU-SHOOT EM UP** Space
- G188 **SOLID QUAD** * Racing – Fab!
- G189 **STRIKE BALL** Baseball. Brill!
- G190 **PARAGON** Marble Slide
- G192 **CRAZY SUE** Platform. 1st rate
- G193 **HENRY IN PANIC** Manic Miner
- G194 **CONCENTRATION V3.3** Pair it.
- G195 **DESTINATION MOONBASE** Thrust
- G196 **ESCAPE FROM JOVI III** Caves
- G197 **NO MANS LAND** War S.E.U.
- G198 **DOMINOES** V. Good
- G199 **RAPHAELS REVENGE** Turtle S.E.U.
- G200 **MIDNIGHT THIEF GAME** Adv
- G201 **LAMER GAME** Wolftype
- G202 **LETTRIX** Shapes
- G204 **GRUB GRABBER II** Help Elvin!
- G205 **SWORD OF WORLOCK** (3) (2D) Adv.
- G206 **A NIGHT AT THE TOP** Terrorist adv
- G207 **NIGHT AT THE TOWN** Text adv
- G208 **QUADRIX** Puzz. Excellent
- G209 **YUM YUM** * Pacman
- G210 **REVENGE MUTANT CAMELS** S.E.U.
- G211 **BATTLEMENTS** Hunchback
- G212 **LEMMINGOIDS** Blast them!
- G217 **WEIRD IN EDGEWAYS** Puzz
- G218 **KARATE WORM** Platform-cute
- G219 **SNAKE IN THE GRASS** Platform
- G220 **WAR OF THE FOUR** Graphic adv
- G221 **WIZARDS DOMAIN** Graphic adv
- G222 **PIXIE KINGDOM** (2)
- G223 **ARCADIA** Breakout
- G224 **PORK A PORK** Pop the balloons
- G225 **MR BRICK** – mario
- G226 **RAID III** S.E.U.
- G227 **SERENE III**
- G228 **WOTSITSNAME** Quiz
- G229 **TETREN** – tetris
- G230 **HUMPTY & THE ALIEN INVADERS**
- G231 **EAT MINES 10** B/Dash
- G232 **LOTHIAN** Graphic adv
- G233 **OMEGA RACE** S.E.U. Great
- G234 **MENTAL IMAGES DISK 2** 3 games
- G262 **MR & MRS** Young platform
- G263 **TANX** Great 98%
- G264 **DEFENDA** Arcade 95%
- G265 **GRAND PRIX SIMULATOR**
- G266 **NUMBER FUMBLER**
- G267 **LEMMINGOIDS** Blast away
- G268 **GROWTH**
- G269 **SKATE**
- G270 **PROJECT 1**
- G271 **LAZER ZONE**
- G272 **LEMMINGS PACK**
- G273 **THE MAZE GAME**
- G274 **SUBCULTURE**
- G275 **APIDYA**
- G276 **SHOOT OUT**
- G277 **SUPER SKODA CHALLENGE**
- G278 **COMPUTER CONFLICT 2**
- G279 **ANTEP & SLOT CARS GAME**
- G280 **TRICKY & THE TURN GAME**
- G283 **CARD GAMES 2**
- G285 **MIND GAMES 21**
- G286 **HYPER TEXT CHEATS**
- G287 **TECHNOBAN**
- G288 **LORD OF HOSTS**
- G289 **THE BEAST** Mission to kill
- G290 **NADILOT RUN** Cat & dog chase
- G291 **OUCH** Clobber those moles
- G292 **ABSOLUTE ADV VOL ONE**
- G293 **CHAOS STRIKES BACK** Maps etc.
- G294 **GAME TAMER V3.0**
- G302 **AMOS CRICKET** (P)
- G303 **ARAZNAX** 40 levels
- G304 **HELL ZONE** Elite
- G305 **FATAL MISSION**
- G306 **GHOSTSHIP**
- G307 **CROSSMAZE/CRYPTO KING** Words
- G308 **INTERLOCK (AMOS)** 25 levels
- G309 **TANK ATTACK & MOUTHMAN**
- G311 **THRALLBOUND** Viking Adv Text
- G312 **BOUNCE AND BLAST** Platform
- G313 **SOCCER CARDS** Run the club
- G314 **CYBERNETIX** Fast action
- G315 **STAR MIX 2** 3 games
- G316 **FLAG CATCHER** Squares puzz
- G317 **OMEGA** Adv Moria type
- G318 **TOP SECRET** Excellent graphics
- G319 **MADONNA** Jigsaw
- G320 **ROBOCOP GOES TO IRAQ** seu
- G321 **BACK TO THE FUTURE III** Funny
- G322 **45 CHEATS** Codes etc
- G323 **TOMCAT** seu
- G324 **SUPER QUIZ**
- G325 **POWER PONG** Boing
- G326 **MAHJONG** Tiles
- G327 **NESTER** Cards
- G328 **STARFLEET** seu
- G329 **EXCALIBER** seu
- G330 **IMPERIUM ROMANIUM** Battle
- G331 **SQUAMBLE** Very Spacey!!
- G332 **JETMAN** Good shoot em up
- G333 **MECHFORCE v 2.71** Latest update
- G334 **PROPERTY MARKET GAME** Strategy
- G335 **ROLL ON & LAMER** Pushing
- G336 **HACKLITE v 1.0** Moria & Hack
- G337 **HELLATIANS** S.E.U. game
- G338 **DIE FILTH** (2) Brill like Swiv
- G339 **ULTIMATE HINT KIT v1.0**
- G340 **THE ACE CHEATS DISK 2** Lots
- G341 **BATTLE OF BRITAIN AND WAR** Strategy
- G342 **THE SECRET OF MONKEY ISLAND** Must have it!!
- G343 **WAGGLE-AWAY** Help with games
- G344 **ESCAPE II** Creating games
- G345 **QUIZMASTER v 1.0** Test your knowledge
- G346 **NEBULA** Shoot-em-up fast action!
- G347 **ESCAPE** Into space!
- G348 **RUMMY** Excellent card game
- G349 **SPACE RESCUE**
- G350 **INVADERS MARK II** Space invaders
- G371 **ERIC THE WARRIOR** Sim to Gauntlet
- G372 **KLAKTRIS** Tris type game
- G373 **CLI-TRIS** Latest TRIS
- G374 **DELUXE PACMAN**
- G375 **GALAGA 92** Shoot-em-up
- G376 **LIBERATOR GAME** Shoot-em-up
- G377 **ACK-ACK**
- G378 **CRAZY SUE 2** Latest platform
- G379 **TRACON II** (2) Air traffic sim
- G380 **LAST REFUGE** Invaders
- G381 **ZINGGER GAME** Karate game
- G382 **UCHESS** (AGA – A1200/A4000 ONLY) Chess game (req 4Mb RAM)
- G383 **THE NIRVANA GAME** Platform
- G385 **MORIA v5.4** Latest
- G386 **FRUIT MACHINE II** AMOS good
- G387 **OBLIVION** Defenda clone
- G388 **BOMB JACKY** Platform
- G390 **OTHELLO**
- G391 **SOLITAIRE SAMPLER** Cards
- G392 **WILLY IN THE CASTLE** Excellent
- G393 **FRUIT SALAD** Platform. Reviewed in Format
- G394 **MARIO IN WONDERLAND** Brill clone – Mega!
- G395 **AGA TETRIS A1200** Magic!

BOULDERDASH

Please note all titles run on A500
To run games on A500+/A600/A1200
Use KICK 1.3 Degrader (E400)

- BD 1 - FLASCHBIER I
- BD 2 - FLASCHBIER II
- BD 3 - BOULDERDASH COLLECTION I
- BD 4 - BOULDERDASH COLLECTION II
- BD 5 - BOULDERDASH COLLECTION III
- BD 6 - BOULDERDASH COMPILATION 1/2/3/4/+ Construction Kit
- BD 7 - EMERALD EAT MINE
- BD 8 - EMERALD MINE TOOLS EDITOR v 4 (2 disks)
- BD 9 - EMERALD MINES CAVE EDITOR
- BD 10 - EMERALD PRO
- BD 11 - EMERALD PRO 3
- BD 12 - EMERALD PRO 4
- BD 13 - EMERALD PRO 4 EXTRA
- BD 14 - LAZERS EMERALD MINE 2
- BD 15 - EMERALD MINES TUTORIAL - 2nd Part
- BD 16 - EMERALD MINES 2
- BD 17 - EMERALD MINES 3
- BD 18 - EMERALD MINES 4
- BD 19 - EMERALD MINES 10
- BD 20 - EMERALD MINES 11
- BD 21 - EMERALD MINES 12
- BD 22 - EMERALD MINES 13
- BD 23 - EMERALD MINES 14
- BD 24 - EMERALD MINES 15
- BD 25 - EMERALD MINES 18
- BD 26 - SUPER EMERALD MINE
- BD 27 - EMERALD RUNNER MINE 1
- BD 28 - EMERALD RUNNER MINE 2
- BD 29 - EMERALD EATER
- BD 30 - THE NEW EMERALD MINES
- BD 31 - RECYCLED EMERALD MINES 1
- BD 32 - RECYCLED EMERALD MINES 2
- BD 33 - EMERALD HEAD
- BD 34 - DANMARK II
- BD 35 - MARATHON MINES 1
- BD 36 - MARATHON MINES 2
- BD 37 - MARATHON MINES 3
- BD 38 - BOND MINES 1
- BD 39 - BOND MINES 6
- BD 40 - RUPPLE MINES
- BD 41 - EASY RUPPLE MINES
- BD 42 - RUPPLE MINES EDITOR
- BD 43 - WATER MINES
- BD 44 - ADVENTURES OF MR B - Part 2
- BD 45 - EAT MINES 1
- BD 46 - EAT MINES 2
- BD 47 - EAT MINES 3
- BD 48 - EAT MINES 10
- BD 49 - NO ONE MINES 1
- BD 50 - NO ONE MINES 2
- BD 51 - NO ONE MINES 3
- BD 52 - NO ONE MINES 5
- BD 53 - NO ONE MINES 6
- BD 54 - NO ONE MINES 7
- BD 55 - NO ONE MINES 8
- BD 56 - NO ONE MINES 9
- BD 57 - NO ONE MINES 10
- BD 58 - SPUD MINES 3
- BD 59 - ENEMY MINES
- BD 60 - BOBBYDASH
- BD 61 - DENMINE 1
- BD 62 - LADYBIRD MINE - KIDS
- BD 63 - INTO THE FUTURE FIELDS
- BD 64 - INTO THE FRUSTY FIELDS
- BD 65 - INTO THE COLD CAVES
- BD 66 - LABAN MINE
- BD 67 - FUN MINE 1
- BD 68 - ACE MINE 1
- BD 69 - SUPER AMIDASH
- BD 70 - ROCKNUTS 1
- BD 71 - ROCKNUTS 2
- BD 72 - BOULDERDASH C64
- BD 73 - PROFESSIONAL BOULDERDASH 1
- BD 74 - PROFESSIONAL BOULDERDASH 2
- BD 75 - FIRST CLASS BOULDERDASH
- BD 76 - BOULDERDASH CONSTRUCTION KIT
- BD 77 - OFFICIAL BOULDERDASH
- BD 78 - MEGA BOULDERDASH
- BD 79 - STONEAGE
- BD 79A- STONEAGE (PLUS COMPATIBLE)
- BD 80 - LITTLE BOULDER
- BD 81 - BOULDERS GROVE/B G EDITOR (ASI 50)
- BD 82 - CAVE RUNNER

BOULDERDASH PACKS:
Any 10 = #A12.50
Any 20 = #A20.00
Any 50 = #A47.50
Or Singly at PD Prices

ASSASSINS

Now most work on A500+, A600 & A1200 all New collection!!

- ASI 1a FIX DISK (for older games).
- ASI 1 Tanx, Rollerpede, Avatris, Amigoids etc.
- ASI 2 Invaders, Bally 2, Missile Command etc.
- ASI 3 Megaball & Drip Superb gamepack.
- ASI 4 Frogger Go Moku, Cracker Jumpy etc.
- ASI 5 Raid, Go Looly & Retaliator.
- ASI 6 Pacman, Downhillchallenge, Welltris etc.
- ASI 7 Moonbase, Trix, Nightworks, Claudiarunner.
- ASI 8 Airace2, Hball, Snakepit & Numberfumbler.
- ASI 9 Features Battle pong & Blizzard.
- ASI 10 Escape, Pipeline, Pickout & Sys.
- ASI 11 Dad, Connex, Reversi Towers & Triagen.
- ASI 12 Llamatron, Car, Powerpong XFI Fab.
- ASI 13 Twintris, Squamble, Block it, Ball etc.
- ASI 14 China Challenge 2 & Amiga Columns
- ASI 15 Battlecars Lettrix & Mambamove!
- ASI 16 Wastelands, Mission X, Deliemma, Pacman.
- ASI 17 Tomcat, Defenda, Jetman Bugblaster.
- ASI 18 Henry in Panic Skyflyer Omega race!
- ASI 19 Growth, FranticFreddy, Biplane & more NOT600.
- ASI 20 Microbes Hollywood trivia Coin drop.
- ASI 21 Zeus Tetrix Battlements & Dragonflies.
- ASI 22 Lemmingoids, Wizzys quest Duel Mouthman.
- ASI 23 Quick money, BIP, Interferon Arcadia.
- ASI 24 Revenge of camels Dux Croak 3Dmaze etc.
- ASI 25 Mr Brick, Copper, Hemmeroids, E-Type.
- ASI 26 Superpacman 92 Smash TV Ashido System 4 etc.
- ASI 27 Addictive card games. Really good.
- ASI 28 Doody, Dr Mario, Invaders 2, Madbomber2.
- ASI 29 DOG, Rome, Nova, 8-Bal, Atax. Quadrix.
- ASI 30 Bounce & Blast, Total Fire Tank Attack.
- ASI 31 Araznaz, Crazy pipe, revolution etc.
- ASI 32 Blob, Sector one & Firefighter.
- ASI 33 Hyperball & Wari 2 good games.
- ASI 34 Trailblazer, Yelp, Qbic Rushour.
- ASI 35 Paing, Snakepit, Cybernetix Jump n roll.
- ASI 36 Mother lode, Wonderland, Kong Tactix.
- ASI 37 Klaktris, Ghostship, Paccer etc.
- ASI 38 One on One, Baldy, Skyflyer2, Transplant.
- ASI 39 Lots of card games on this disk.
- ASI 40 Disk full of sliding puzzle games.
- ASI 41 Pacman deluxe, Hellzone Leap II etc.
- ASI 42 Galaga, Intruder alert Dogs in space.
- ASI 43 Interlock Roulette Octothello etc.
- ASI 44 Nibbler, Mouse Impossible Roll on etc.
- ASI 45 Dtris, Paccheese, B-Castle, Tesserae etc
- ASI 46 Amiga D, City, Checkers, Ouch etc.
- ASI 47 Elevation, Furmyre, Crava, Arena.
- ASI 48 Point to point, Psycho santa etc.
- ASI 49 Deathbringer n space Sue 1+2 etc.
- ASI 50 Euphorion, Roach Motel, Balders grove.
- ASI 51 Lamers, Fighting Warrior Shapes.
- ASI 52 Rockslide, Mouthman, & Nu.
- ASI 53 Venus Invaders, Mastermind etc.
- ASI 54 Serene, Serene II & Car Wars.
- ASI 55 Cli-tris, Pacatac & Asteroids.
- ASI 56 Stormeagle, Extreme Violence & Tiles.
- ASI 57 Poo-poo Dominoes Dizzy Diamonds Squirm.
- ASI 58 Super raid 4 Magnatron & Molecose.
- ASI 59 Turbo thrust GX200 & Leedings.
- ASI 60 Pipe Master2 Alien Hunter & Checkers.
- ASI 61 Rattlesnake Running Chaser Scud Blaster.
- ASI 62 Pipeline 2 Mazeman & Up and Down.
- ASI 63 Nautilus Frenzy & Drive It!.
- ASI 64 Oblivion (fab!) Breakout Con Kit etc.
- ASI 65 Paranoids Chess Word Puzzle Word search.
- ASI 66 Cow wars As mastermind & Asokoban.
- ASI 67 Siege of the Beast, E Type II & Vektor.
- ASI 68 Demolition Mission, Bounder & Atoms.
- ASI 69 Klondike, Celestial Apoker Bridge etc.
- ASI 70 Digital Tetris, Wangle & Tetris pro.
- ASI 71 Numeris, Battleships & Vs Tanks.
- ASI 72 Escape pro, Boulderdash (not 1200) Cart.
- ASI 73 Loress, Concentration & Challenger.
- ASI 74 Crazy pipes II, Bombjacky & Chuts.
- ASI 75 Double-squares Colours & Diamond thief.
- ASI 76 Gns Chess, Cubus & Gerb.
- ASI 77 Balloonacy, Cliff Hanger & Descender.
- ASI 78 Little Boulder, Headgames, Fruit Panic.
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S85...Gulf War Slides
S86...Magical Pics
S88...Gulf War Tribute
S89-90...S/Thing Fishy (2)
S91...Eldorado Slides

ANIMS
A1...Probe Sequence
A2...Ghost Pool
A3...Jogger + Magician 1
A4...Gymnast Demo
A5...Fractal Flight
A6...Basketball Demo
A8...Walker Demo
A9...Magician 2
A10...Pugs In Space
A11...Luxor Teenager
A13...Juggler Demo
A16...Cool Cougar
A17...Mono Cycle Anim
A18...Robocop Anim
A20...Mayhem On Wheels
A21...Jugette 2
A22...Shuttlecock Anim
A23...T-Pot Anim
A27...Fleet Manouvre
A28...Billiard Anim
A29...E/Prise Leaves Dock
A30...Starwars 2 Anim
A31...Star Trek Anim
A32...Fraxion revenge
A34...Madonna Anim
A35...Stealthy Anims 2
A36...Raiders Of The L/Ark
A37...Bugs Bunny Show
A38...Iraq V's UK Anim
A39...Mike Tyson anim
A40...Knight Anim
A42...Walker 2
A43...Walker 3
A45-46...Light Cycle (2)
A47...Exploding Head
A48...Police Car Chase
A49...Top Gun Demo
A50...Animators Demo
A51...5 Ways To Kill a Mole
A52...Another 5 Ways
A53...Batman The movie
A54...3D Spaceship
A55...Mr Potato Head
A57...Camouflage
A58...VGA Anim 4
A59...Low Level Flight
A63...Amy V's Walker
A64...Real Pinball Anim
A65...Franklin The Fly
A66...Porky Pig Anim
A67...Adventures Of Chuck
A69...Bunsen Burner
A70-71...Max Overdrive (2)
A73...Spaceshuttle Anim
A74...Ghostbusters + Horse
A76...Alarm Anim
A77...Flight Anim
A78...Piano Anim
A79...Dart Anim
A80...Bad Bird Anim
A81...Holiday Anim
A82...Fillet The Fish
A83...The Boings
A84...Clothes Peg
A85...Miners Anim
A86...Pocket Watch Anim
A90-93...The Movies 2 (4)
A95...My TinToy
A96...T-Pot 2 Anim
A99...Terminator 3
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Microprose whip out their choppers...



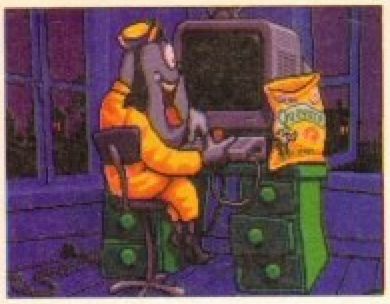
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ON THE DRAWING BOARD: GLOBAL GLADIATORS, APOCALYPSE AND STARDUST...

Gamer GLOBE

Dip your toes into the swimming pool of the latest Amiga games. Don't forget there's no running, no dunking and no petting in the shallow end...



Watch out, Ocean taste curly!

Ocean are once again delving into a packet of Quavers for yet another entertaining and original puzzle/arcade game. One Step Beyond will hit the streets at the end of the July.

The game finds Colin Curly, hero of the Quavers ads, playing his favourite computer game while tucking into his equally favourite snack. As he pops the last Quaver into his mouth, Colin "goes curly" and is suddenly sucked into his computer and digitised.

This is the cue for a puzzler that offers you, the games player, the chance to run about in a baffling, maze-filled universe. Exiting the machine rests on your ability to manipulate Delays (hmm...), Bounce Downs (eh?) and Ray Shutters (exsqueeze me!).

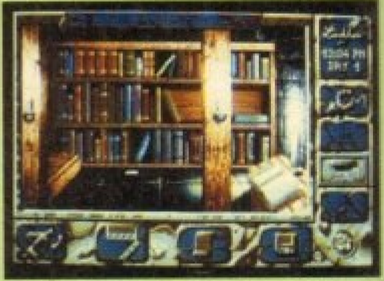
One Step Beyond combines amazing puzzles, adventure and a loveable character with 12 different platforms containing a total of 99 levels, each with its own wild personality.

Ocean reckon that this will prove to be one of the most addictive games of the year. I'll believe it when I see it, but you never can tell...

What a Lankhor!

Everybody knows that French software companies are famous for making completely weird and downright strange computer games and Lankhor are no exception.

The game Black Sect is billed as the "first French adventure game to take place in the depths of the Yorkshire Moors" (!) and is to be released while you are reading this – unless you decide to read this in November in which case it'll already be out and you'll have heard about it.





It supposedly features a fascinating script set in the heart of Yorkshire and contains magnificent and realistic graphics full of atmosphere. A brilliant musical background is included along with fantastic sound effects.

There are 34 places to discover, animations on every screen, a simple and pleasant icon management system and even an evolution of the atmosphere according to the time.

These are just a small smattering of features included, but the graphics do look especially good as you can see. Look out for a preview or even a review in the next issue of Gamer.

Small, but perfectly formed...

Micro Machines

Codemasters are out and about on the Amiga once more with Micro Machines.

Micro Machines are, for those of you who don't know, miniature cars, planes, boats and bikes which are replicas of the real vehicles and for some reason come in collections of five.

Because the vehicles are in miniature the races take place on breakfast tables and in the bath tub. So watch out for hazards such as rampant pieces of toast and particularly nasty bars of soap.

Codemasters proudly boast that MM is the most competitive racing game ever devised and taking into account how many copies they have shifted on the Nintendo, I think I believe them.

Sports cars, Formula One cars, power boats, tanks, dune buggies and helicopters are just some of the vehicles featured in Micro Machines.

There are 27 twisting, turning tracks and there are animated presentation screens, superb music and in-game sound FX. The price is yet to be confirmed, but the game will arrive later on in the summer.

Sonic Death?

Following their announcement of a ground-breaking deal with DID, Ocean have signed Nik and Mrs Fiend of group Alien Sex Fiend to compose, produce and develop the soundtrack for a game called Inferno, DID's first release.

The soundtrack is being specifically written for the CD-ROM versions of Inferno. Although other publishers/developers have co-operated with the music industry before, notably Tim Simenon (Bomb the Bass) and Betty Boo with Renegade, it is believed this is this the first time that such an endeavour has been undertaken in terms of both writing a complete game soundtrack and transferring that sound track directly to CD audio, by any "name" band.

Alien Sex Fiend have released 11 albums over the past decade and have a large and loyal cult following. Over the years they've produced albums such as Here Cum Germs and Open Head Surgery and singles such as Smells like S**t and Mrs Fiend Goes To Outer Space.

What the soundtrack will turn out like is anyone's guess. I can see the future and I like it. Music and games are becoming more closely linked. What can we expect next? Well my money's on the Manic Street Preachers to provide the soundtrack to Sonic 3 and Suede to secure a deal with Gremlin to do the music for Zool 5 (released 1996). You never know, stranger things have happened!



Gametek and Konami link–up

Gametek are continuing to rise towards the top of the global video and computer games market by signing a worldwide deal with Konami.

Gametek have secured the US and UK rights to Konami's star-studded range on the Amiga, PC and Apple Mac. At a stroke this adds 25

Listen very carefully...



I shall say this only once, because after the phenomenal success of Doctor Who, Alternative Software are back on the Amiga games scene with Allo Allo.

Their latest small screen tie-in is based on the smash hit BBC TV series, which in my opinion ran on for longer than it should have done.

The Fallen Madonna with the Big Boobies gag just simply wasn't funny after hearing it 157 times, but the boobies pop up once more in this computer conversion.

Rene Artois – the bravest café owner in all of

Acclaim in bed with Virgin

Virgin Games have just signed a deal with Acclaim Entertainment to publish some of Acclaim's biggest games on the Amiga. The exact details are obviously being kept quiet, but a Virgin spokesman did confirm that it would cover at least six titles: Terminator 2: The Coin-Op; Alien3; The Crash Dummies; Bart vs the World; Krusty's Fun House; and perhaps one of the wörld's best beat-'em-ups ever, Mortal Kombat, should be winging their way to the shop shelves in time for Christmas.

Programming work has already begun on all six games and as soon as we get more news we'll let you know all about it.



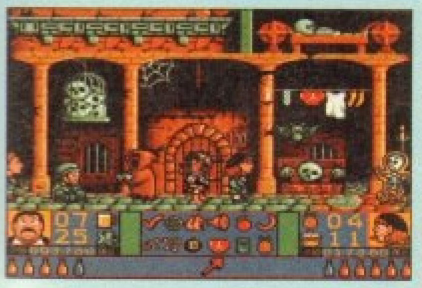
current titles and two new releases to the Gametek line-up and elevates the firm straight into the ranks of the world's top ten home computer entertainment publishers. Included in the first new releases to be launched on disk formats through Gametek will be Batman Returns.

Meanwhile Gametek have also signed seven new publishing partners in the US market. They will now handle sales and distribution for labels such as Gremlin Graphics and Renegade Software.

France – is trying to escape to England, so he can elope with Yvette and marry her. He needs the Fallen Madonna, though, and it is at the moment carefully locked away in Lt Gruber's safe.

Allo Allo is a fast action platform game played over five levels featuring Rene attempting to break into the chateau and steal the painting.

It will be released in July and have the amazing mid-price point of £16.99. In the immortal words of that bloke who plays the policeman and pretends he can speak French: "I thunk it 's tome for me to be mooving onto another noos piss." Cue canned laughter...



The new and improved Gamer posse

There have been a few changes in the *Gamer* personnel over the last month. As mentioned previously, Paul Roundell has run away from home and is currently squatting in the *Amiga Action* department. Ben Styles has pranced off to pastures new in a desperate bid to become a "rawk" star.

To replace these two poor unfortunates, we have held extensive interviews. People from all over the world have been arriving and camping outside Europress Towers just to stand a chance of working on *Gamer*.

After much deliberation we found a bloke who could write amazing and funny copy at the speed of light and play games blindfolded with his hands tied behind his back. He didn't want the job, so we got Simon Clays instead. Here's his delightful factfile:

Name: Simon Clays
Age: Too old
Height: Oooh, about this high
Weight: He could change his name to Slim Jim
Eyes: Three
Sex: Err, we're not that close actually
Likes: Drinking beer and smoking tabs while listening to The Orb
Dislikes: Being told off for doing the above in work time
Distinguishing marks: None that we can see... yet
Motto: You can't lead a horse to water, but you can take it to a club if you want

I'm still here though, you can't rid of me that easily. I'm your worst nightmare. The staff may have changed, but we'll still be bringing you the hottest reviews, previews, news and game guides that money can buy. The unstoppable games machine just keeps on rolling...

JONATHAN

SHORTS

● Millenium's aquatic secret agent James Pond is becoming more and more popular. This month our fishy hero appears in his own comic strip in "kids" TV magazine *Look In!*, and also on a range of T-shirts. Sonic and Mario had better watch out!

● US Gold are currently working on a game based on the forthcoming Winter Olympics. It will feature ten events including downhill skiing, the giant slalom and the bobsleigh. The winter games, which are now held every two years instead of four, are due to take place in Lillehammer in Norway next February.

● Another hot rumour this month concerns Zool 2. Apparently our alien platform fiend has got himself a girlfriend who's due to put in a star appearance in the sequel that everyone in the games world is talking about.

● ITV's first ever computer and video games show *Bad Influence* is set to return in the Autumn for a second series. The hit show made by Yorkshire TV stars Andy Crane and that tips guy called Nam Rood who thinks he is really funny, but all the "kids" think he's crap.

The show will run for 26 weeks and hopefully will improve on its fantastic audience figures of four and a half million a week.

INNARDS

Hello my name is Jeffrey and I love Gamer, so why don't you check out...

REVIEWS ● REVIEWS ● REVIEWS

REGULARS ● REGULARS ● REGULARS



Are you sure we' re on the Magaluf flight? That' s a bloody big beach down there!



Is that Kate "Scoop" Adie in the thick of it again?

WAR IN THE GULF

Ever fancied getting tanked up and kickin' up your own desert storm? Well here's your chance to cause armoured-geddon in Empires' War in the Gulf

I don't know what it is, but ever since I've been wending my weary way to *AC* Towers – which is no mean feat, as it's in the middle of nowhere, seven miles up a pig's colon – I keep getting the war games.

Please, don't get me wrong, I' m not moaning. It's just that until recently I was the type of guy who'd trip through blossomed meadows, and go around preaching love, peace and generally non-violent activities.

Now look at me, they've turned me into a child-eating, babe-butchering, war-mongering maniac. But enough of my problems, let's see what's on today's menu.

War in the Gulf is a tank sim from the same people who brought you the award-winning Pacific Islands and Team Yankee. Now before you all jump to the wrong conclusions, I'll put you right.

Tanks are not those outdated, large, lumbering pieces of metal. They' re no longer the Tony Adams of the military world. Not if the American Chiefs of Staff are to be believed. In fact, a large proportion of the success of the 1990 Gulf conflict was down to the armoured divisions.

This brings me rather neatly on to my second point. This is not – as most of us thought – based on the original flare up in the Middle East.

Instead, we are swept forward in time to 1995. As always with this renowned hot spot there's trouble. Following a maelstrom of violence and political unrest, Iraq, led by Mr personality Saddam Hussein, decides to waltz back into Kuwait. Is it me or have I experienced déjà vu?

Well, there's no prizes for guessing whose job it is to take control of matters and free Kuwait.

Funded by the extremely wealthy Emir, you and your mouse manipulate the destiny of Team Kuwait.

Team Kuwait comprises some of the latest hardware to grace the front drive of the US military, including the lethal M-1 Abrams main battle tank. You take command of four tank units, simultaneously controlling a total of 16 vehicles.

Following some nice intro screens, the first task in hand is to set your forces an objective. Empire are boasting 25 battle zones – so there's plenty to choose from. Being a campaign, the action begins on one particular island and moves inland as you become more adept.

Now it's time to deploy your forces. This is where the first element of strategy shows its face. Obviously different vehicles have varying capabilities, but there's more to it than that. Money-bags himself, the Emir of Kuwait, controls the purse strings, giving you pocket money to buy the hardware to do the job.

Sounds simple enough? Unfortunately he only coughs up on results and doesn't like it when you blast large holes in ancient monuments or other Kuwaiti treasures.

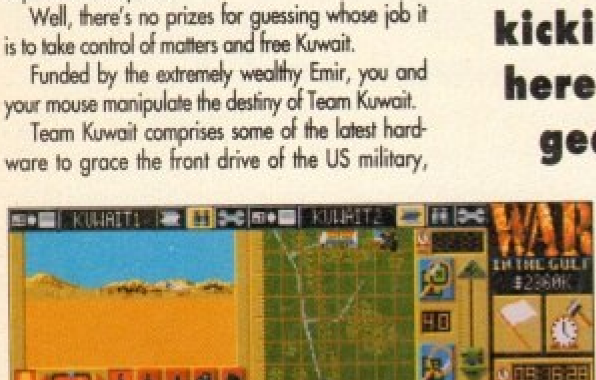
Next option at your disposal is whether or not to set artillery support. Having pondered that one through, it's on to the main game screen. I should really have used the plural there because the main screen really consists of four; each one of the tank units occupies a quarter of the screen.

All of these areas can be independently accessed by mouse-driven icons. So it's possible to view all of your units at the same time.

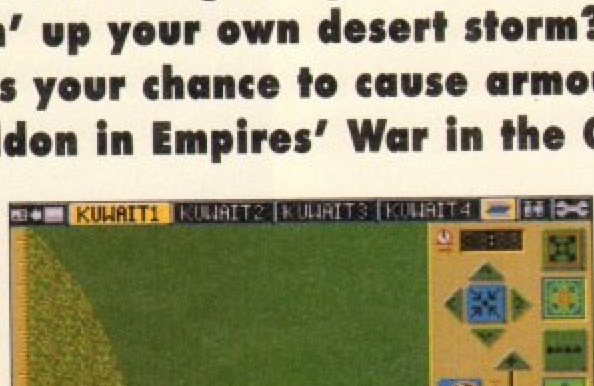
However, it's highly unlikely that you'll utilise this option too often, as it's hard to determine what's going on and this manoeuvre generally results in all of your tanks being ripped open like so many tins of sardines.

Instead it's a lot more canny to operate from a full screen view. Here, both tank and external graphics gain clarity and good old user-friendliness.

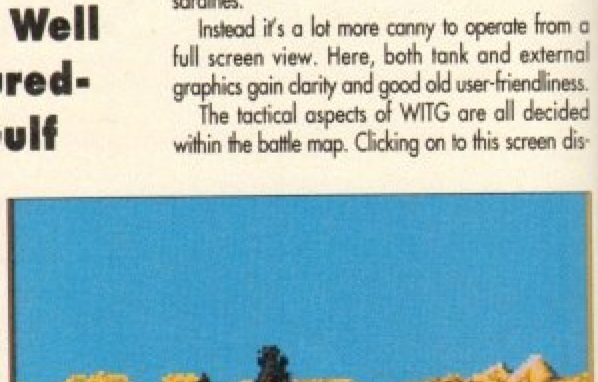
The tactical aspects of WITG are all decided within the battle map. Clicking on to this screen dis-



Have eyes in the back of your head with the split-screen facility



Michael Bentine's potty time? Or what?

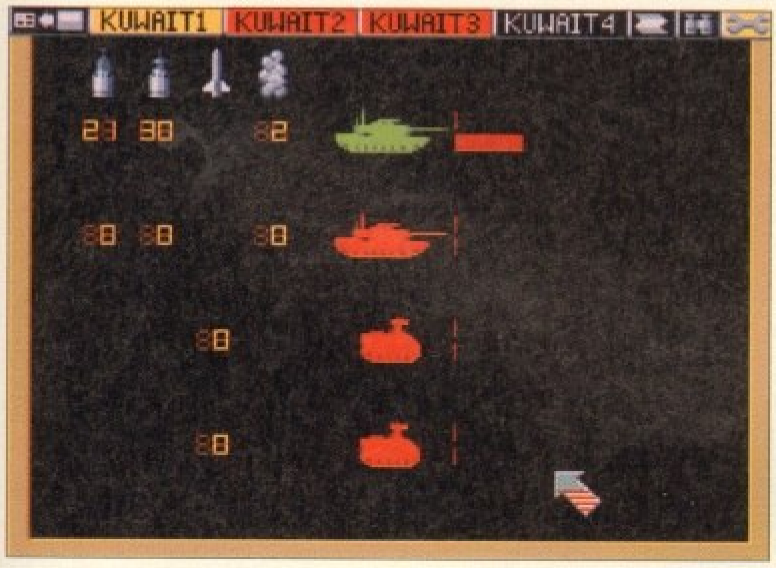


Tanks for the memory

Gameplay map

1. Large screen display
2. Split screen display
3. Engine smoke – useful for confusing enemy
4. Thermal imaging icon
5. Dead stop – halts movement of a unit
6. Zoom icon – magnifies image x6
7. Rotate turret and compass control
8. Laser range finder
9. HEAT high explosive anti-tank round
10. SABOT armour piercing shell
11. TOW long range anti-tank missile
12. Smoke grenades
13. Machine gun
14. US/Iraqi strength histograms
15. ETA icon
16. Pause
17. Quit
18. Finances available
19. Tank status icon
20. Play area icon
21. View map icon





Seeing red again. My tanks take a thorough pasting!

plays the geography and topography of the battle zone. It also displays your vehicles and their intended courses. You're also given options on your speed and a whole range of tactical formations.

"Yeah! Yeah!" I hear you scream,. "This is all very well, but what about the action? Where' s the carnage? The satiating of primeval desires that we all lust for?"

All right calm down, I'll talk about that aspect of Gulf now. The main battle sequences give us external views of the Kuwaiti terrain seen from inside the tanks. Again it's down to mighty mouse to control everything. You can practically carry out any action that the real McCoy can, whether it be a simple turret rotation or use of the laser sights to increase your deadliness. Everything's there in reach of your sweaty palms.

In terms of ballistics, you've got more munitions to hand than Arnie in Terminator 2. Your choices vary from anti-tank missiles through to smoke grenades. Firing is simple enough, moving the mouse off the control panel onto the play area – as if by magic – changes the selector icon into a gunsight.

The play area graphics are courtesy of Empire's award-winning 3D technique. They mix bitmapped, arcade-style effects and vector graphics with great results. The action is fast paced and plenty happens.



Typical Sunday morning. Everyone down my street out burning their tanks

This all adds to the realism which is generated. The enemy are extremely intelligent and show no mercy when it comes to the crunch, Saddam's Republican Guard being particularly ruthless.

The sound involved throughout is spartan but effective. But let's face it, when you're crammed into a space the size of a filing cabinet you can hardly hear much.

What really grabbed me about Empires' endeavours is the realism. It's not so much the visual quality – which has to be said is excellent – so much as the speed. The game plays at a "real-time" pace.

This gives the player little, if no time to react to surprise attacks. There're plenty of occasions I sat there perplexed, pulling my hair out, watching my vehicles being decimated by unseen foe.

The relative cunning of the Iraqi forces makes this an incredibly tough nut to crack. There's little point in sending your forces out willy-nilly. You have to have a strategy. This element of affairs add to the overall addictiveness of War in the Gulf.

I know the Gulf conflict is a bit of a touchy subject in some areas. I also can't help feeling that there's something a mite sad about the marketing strategy employed – riding on the back of a war to sell games.

However, it's been done before, and no doubt it'll be done again. So, moralising apart, it has to be said that War in the Gulf is a quality product. It will appeal to both action and strategy punters alike, and is tricky enough to render it both compulsive and addictive.

So if you're a budding stormin' Norman, this is definitely the game for you. Should keep the troops amused for months.

SIMON CLAYS



Split-screen shot of my boys storming Poynton International Airport

VISION – 8/10

AUDIO – 7/10

DIFFICULTY – 9/10

LASTABILITY – 9/10

89%

War in the Gulf is the latest tank action/sim from Empire and by far the best. Both aspects of the conflict are very well dealt with. The strategy is enthralling and the action explosive. 10 out of 10-ish for war-mongers!

Publisher	Empire Software
Developer	In-house
Disks	2
Price	£29.99
HD Install	Yes
Size	½ meg

THE ANCIENT ART of WAR in the SKIES

Fasten your seatbelts and settle down, Microprose are back again with more tally-ho, chocks away strategy/arcade action

Do you remember the days when men were men? The days when things were done properly? The days when Pinky might lean over to good old Johnny, take a sip on his G & T, glance out of the NAAFI window and casually remark:

"I say Johnny old sport, isn't that the belly Hun I can see flitting towards our airspace? Damned impertinent blighters! Better take the old kite up and show that Baron chappie a few manners!"

Well I'd be highly surprised if any of you do. But I'm sure there are quite a few of you who wouldn't mind trying your hand at aerial frolics in a new strategy game.

The game's tactical roots are lifted from the work of a Chinese geezer called Sun Tzu, who some 2,500 years ago wrote a book which even now is regarded as one of the best texts on military tactics. Not that there's any need to get yourself a copy, as War in the Skies comes equipped with a manual that's in-depth, to say the least.

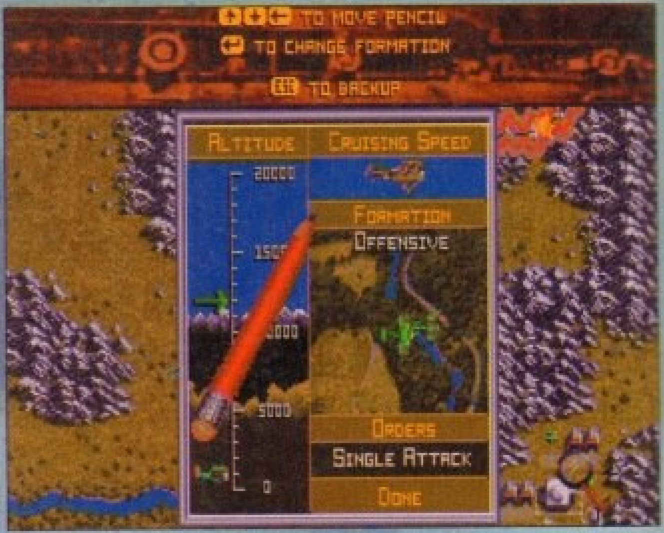
Anyway, on with the game. You're in charge of an airforce full of First World War bombers and fighters. The net result is strategic air conflict, with your successes and failures having an effect on the ensuing land battles. The ultimate objective is to push back the enemy troops by bombarding their back-up supply lines.

There are a wide variety of options to select from, whether it be a simple training exercise or some extremely complex conflict from World War I. In fact, the programmers have thrown in a "time tunnel" option enabling you to pit your wits against the French at Agincourt and a whole host of other foes from the vortex of time.

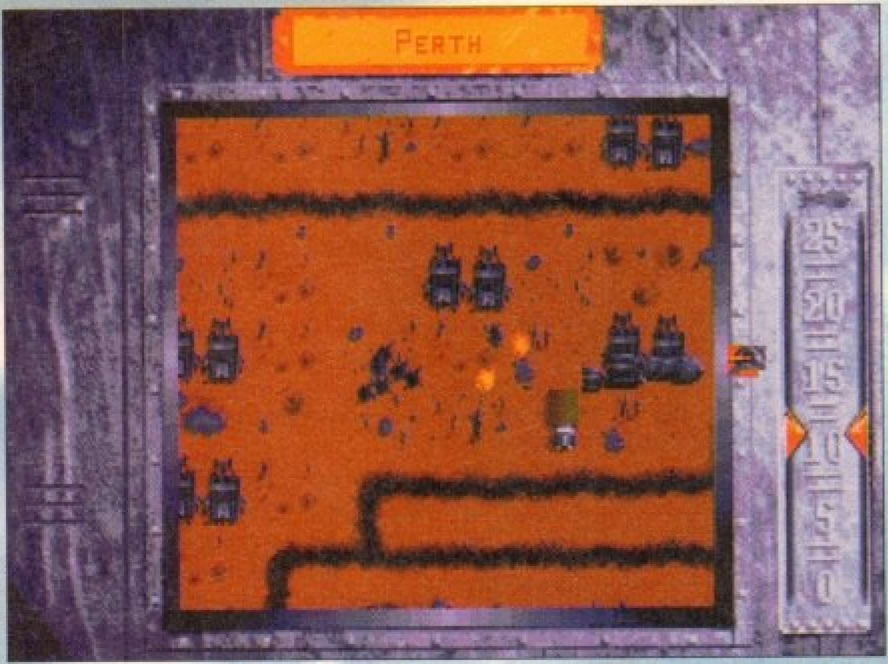
You can also select who you are going to pit your wits against, as the game contains an option which enables you to fight a general - whose tactical philosophies vary – of your choice.



Crickey! I wouldn't mind being the gypsy who sold two million pegs to that lot!



Better get that altitude correct – we don't want top fighter ace Spunky Plusfours caked all over a hillside!



Ahh! There' s nothing quite like it... dropping your load all over the enemy

Having chosen the campaign that tickles your fancy, you are presented with the main game screen. This is represented using an overhead view of the battlefield.

You control an icon which when dragged to the edge of the screen scrolls the game through six screens, enables you to view any feature relevant to the game, as well as plotting the flights of your flimsy bombers.

So the first thing you're going to want to do is to fetch your Handley-Page from the hangar and get yourself airborne. This is a simple enough task – just click on one of your own airfields and a menu prompts you to select pilots and aircraft.

The next priority is to set your flight orders. These include such choices as altitude, speed, flight formation and of course the target. It all sounds easy enough and in terms of operation it is; the complications that arise are purely tactical.

For example, it's oh-so-easy to set your altitude incorrectly, then come time for the wild blue yonder and your brave boys plough into the side of the Alps.

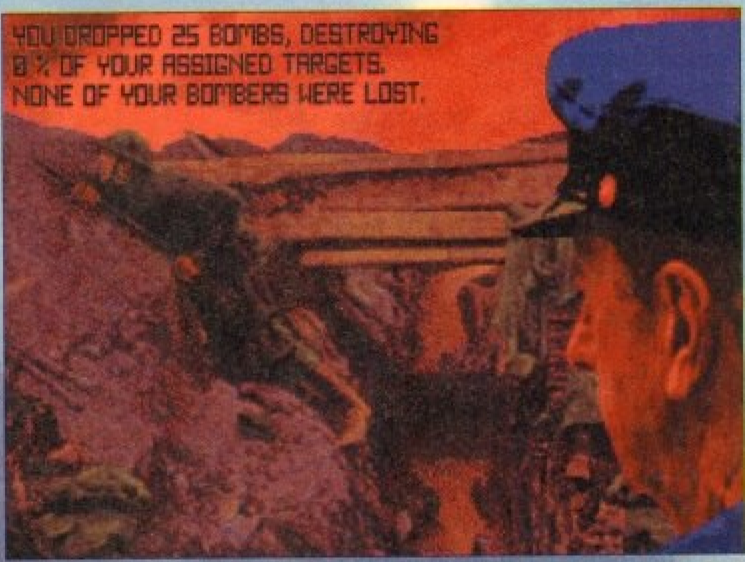
So having selected which part of the front you have designs on decimating, it's over to your Amiga, which automatically handles all of the action unless you wish to intervene and decide your pilot's fate.

This is really where the game transcends from one genre to another. Having so far being totally strategy-based with little action, the dog fighting and bombing sequences are definitely in the arcade vein.

Dog fighting over the skies of France is viewed from the side. This sounds a very simplistic system to employ for a strategy-based game, but it's extremely effective and great fun trying to blast the brotwürst off the Baron.

The graphics are nothing outstanding for the Amiga, but are presented well enough. The animation technique is pretty clever though, with the plane able to replicate most of the classic aerobatic manoeuvres, from Immelmans to a half Cuban eight – sounds odd stuff that!

The other nice touch is that the expertise of the enemy pilots varies, from the finely-tuned killer instinct of Baron Richthofen through to the relative incompetence of Helmut von Spike.



Cor blimey! Tommy Atkins hugs the mud as the Duke of Edinburgh looks on



Dependent upon the outcome of the fracas with your fighters, the next arcade sequence puts you in control of the rear gunner on your bomber, fending off those pesky Fokkers.

This works using the same side view as dog fighting and to all intents and purposes has the same feel to it, the only difference being that your bomber is rather more clumsy and vulnerable.

Assuming you've done well enough to fight off the relentless enemy triplanes then it's bombs away. In this sub-game you are presented with the bombardier's view looking down at terra firma through your bomb-sight.

This aspect of the action is very tough. Not only are circumstances made difficult by cloud and wind, but also ground-based anti-aircraft weapons are perpetually peppering your balsa wood bombers.

Matters are made worse by the fact that your bombs have a sickening tendency to drift – in my case normally away from the target – making it tough if not impossible to successfully destroy enemy installations.

In most cases during a campaign, if success is what you'd like to taste, it's probably better to let the computer take charge of your destiny.

However, it's a sweet feeling when you fill the opposition with bullets from Blighty and see them nose-dive down into no man's land.

Overall, War in the Skies is rather successful, well thought-out strategy game. The enemy don't lie down easily, they react with guile and aggression, making for difficult, yet addictively compulsive war gaming. This is nicely transposed by the arcade sections which are, quite frankly, spiffing good fun!

The downside of all this – like most good things there has to be one - is that the sound is rather limited and a little puny. But far more annoying is the number of disk swaps one is subjected to during loading.

That aside, War in the Skies is a fine foray into aerial strategy and combat. For all would-be tacticians out there it's sure to be a winner, but there's plenty enough within the game to keep us lesser mortals, who like blasting things into small pieces, quite satiated.

SIMON CLAYS

VISION
GGGGGGG

AUDIO
GGGGGG

DIFFICULTY
GGGGGGGGG

LASTABILITY
GGGGGGGGG

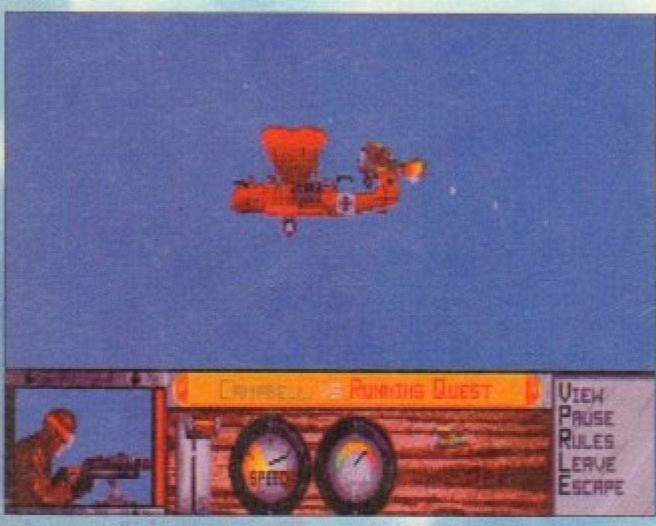
79%

The Ancient Art of War in the Skies is a successful moulding of two normally separate genres. The strategy is engaging and the arcade action a blast. It's enough to keep the war poets turning rather ruefully in their graves

Publisher ➤	Microprose
Developer ➤	Evryware
Disks ➤	4
Price ➤	£34.99
HD Install ➤	Yes
Size ➤	1 meg



The best laid plans of mice and men. This is where it all happens, or not...



I know it' s Christmas Day and you wanna play football... but I'm not gonna be the one to dribble down the wing!



Here's my plane cunningly disguised as a sieve!

SUPER CAULDRON

Hubble bubble toil and trouble in Titus' latest platform romparound

If ever a word deserved to be banned from the computer game world then that word must be "cute". Cutesy happy smiling platform games rear their lovely contented heads more often than any other type. I really hate them.

Whatever the subject it is turned into a cutesy frolic. I suppose the designers are trying to impress the kids, but if any of them had taken the trouble to ask a few then they might have brought out a better class of product.

Consider the facts. Kids like Arnold Schwarzenegger in Terminator, but they don't like him in Kindergarten Cop.

Kids don't want bloomin' cutesy bunny rabbits, flowers and heroes that fire hearts as weapons. Kids want death and killing! They want muscle-bound heroes with a gun that fires bullets as big as a house.

They want aliens and monsters that will tear open the hero's stomach and devour his intestines. They basically want everything that isn't in a cutesy happy-go-lucky platform game. This genre has just about had its day now. I can't really see anything coming out that is going to be better than Zool or Rainbow Islands.

The last remotely dark platformer I can think of is Switchblade 2 and even that was a bit wet and more futuristic than anything else.

If ever a computer game contained mass killing and plenty of blood 'n' guts and was well done, then I honestly believe it would go straight to the top of the charts. There has been a lot of press hype about the fact that computer games influence kids to go out and become criminals, but in fact they are no more to blame than films and television. Kids aren't that stupid! They won't go out and shoot someone just because they saw someone do it in a game.

Anyway I'm wandering from the point. Okay, cutesy games I hate, so what happens when I delve into the post on a fateful Monday morning? I find Super Cauldron, and take a guess, dearest reader, what type of game it is.

A flight simulator? Nope. A hard-edged full of blood platform romp? You're half way there. A cutesy sickly happy platform romp? Yep, you got it. Oh dear. You play the part of Zmira, a brave little witch. Now you can sue me if I'm wrong, but ever since I saw the Wizard of Oz I was brought up to believe that witches were horrible hags with green faces and warts who cackled a lot and were generally not nice to know.

See what happens when you mess with a witch? You get turned into a green slimy frog



The witch in Super Cauldron is cute. A cute witch? That's like saying Claudia Schiffer (schwing) is ugly! God damn, when will these game designers ever learn?

Oh well, I've got a cutesy sickly sweet platformer to review, so I may as well grit my teeth and get on with it. One thing I can guarantee, it certainly won't be the last cutesy platform game I'll come across.

I'll summarise the plot for you. Kingdom... happy... evil sorcerer... discovery... cursed chests... magic formula... entered Haunted Castle... enslave good people... spreading doom and gloom... Zmira... games heroine... has to cross three worlds... free people... look for lost magical powers and spells... destroy evil sorcerer... regain peace and happiness.

Well, you get the general idea of what it's about – it would have taken much longer to explain it all, and in any case you've heard it all before.

Zmira has to discover and conquer four worlds – the forest, the fields, the city and ultimately the haunted castle. The little, and dare I say it cute, witch must battle ogres, goblins, bats, birds and just about everything else including the kitchen sink.

At the end of each world

IZZY WIZZY, LET'S GET BUSY!

Stone: This is the only spell you possess at the beginning of the game. It never runs out and has ability to turn enemies into frogs.

Fireball: Spell of medium power only, still it does provide you with straight, rapid fire.

Flame: Spell of medium power, fires into the air and burns the ground upon landing. Would come in handy if you ever decided to go to a riot.

Bowling ball: A powerful, but slow spell. Can be used to neutralise strong enemies and also handy for playing ten pin bowling.

Magic staircase: Allows you to create steps. You can thus grab an useful object or find a raised exit. Steps disappear after a few seconds.

Bomb: Big black thing that goes boom! Weapon of medium strength, but highly important in the game. It will help you to reach places that at first seem totally inaccessible.

Teleportation: Spell depicted by a coin which you throw to the area to which you want to be transported. Good for getting out of difficult situations.

Multiplication: Thing you did in maths. With this spell you can clone yourself and thus gang up on particularly difficult enemies.

Circular saw: You can buy them from B&Q. Once thrown it follows the contours of the scenery and will eliminate everything in its way.

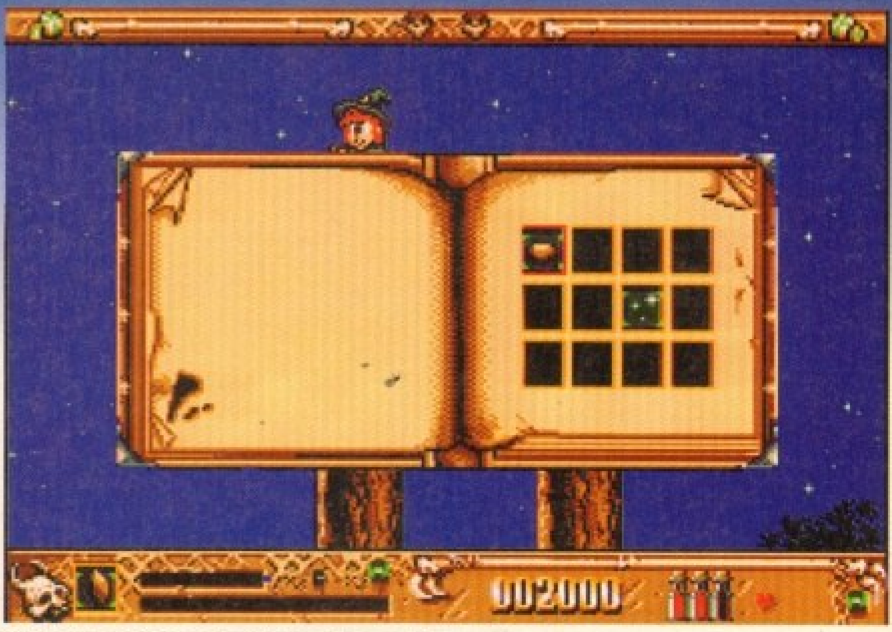
Lightning: A highly powerful spell that will destroy everything on the screen. Uses up a lot of energy, so use it sparingly.

Metal melter: A weapon with little power which nevertheless allows you to destroy all metal doors. Handy if you're stuck in a room with surrounding metal doors I suppose,

Magic bridge: A spell with no power at all, but very useful as it allows you to build a temporary bridge.



The little witch has to jump on some magic books to cross the water and then get past some evil biting plants. Bizarre just isn't the word



What every half decent witch needs is a spell book and here is one I prepared earlier...

Zmira must find a key. Each opens the door to a chamber containing a Magic Book and the secret which allows Zmira to pass from one world to the next, and thus approach the sorcerer's castle.

Zmira is a beginner when it comes to spells, but dotted throughout the worlds are a fair number of spells which when collected can be stored in the Book of Spells. The 'stone' spell is unlimited and is the one you start the game with.

When you use it on an enemy they, in true witch tradition, change into a slimy frog. Zmira may change spells as often as she likes, but unfortunately some are limited.

What every decent witch needs is a broomstick, and our heroine is no exception. Placed around various parts of each level is a broomstick icon which when picked up can be used to great effect. This is a neat little idea which stops the game play becoming too similar. The broomstick only lasts for a limited time, but there are plenty of icons to be found.

That's all there is to the game, because it is only a platformer after all, but I suppose you want to know what I think of this cutesy "play till you puke" platform adventure?

Initially Super Cauldron didn't impress. The scrolling was fairly jerky and horrible and it seemed incredibly difficult for a platform game. Then after playing it for a couple of hours things did improve.

I started to find secret underground levels and then I was well away. Cute or not, it has a certain addictive quality which left me at the end wanting yet another go.

The graphics are quite nice, but don't look different from those in any other cutesy offering. Super Cauldron has plenty of funny quirks and some of the gameplay could have benefitted from a little more time spent on it. There are times when it gets really frustrating.

The sound leaves a little to be desired. The tune is OK – and the sound effects are not bad, but you cannot turn off the music.

Titus have come up with a couple of crackers – look at Blues Brothers and Titus the Fox – but Super Cauldron is just a fairly standard cutesy platformer and isn't going to set the games world alight. If you like this sort of thing then I'd recommend it, but personally I'd chose Zool orSuperfrog.

JONATHAN MADDOCK



I never knew terrorism was part of a witch's training course!



Zmira takes to the skies in her own personal jump-jet broomstick...



Blimey it looks just like your average episode of London's Burning. Whoever left that cigarette in that bush is in big trouble!

Rating	Score
VISION	8/10
AUDIO	7/10
DIFFICULTY	8/10
LASTABILITY	7/10

Super Cauldron is what we reviewers would call your average platform game. Nothing new to impress, but still with all the necessary elements of a half decent product. Recommended to cutesy platform freaks only.

80%

Publisher ➤	Titus
Developer ➤	In house
Disks ➤	1
Price ➤	£24.99
HD Install ➤	N/A
Size ➤	½ meg

GUNSHIP

After months sitting in the debriefing room, it's finally time to take a firm grip of your helmet and auto-rotate yourself into oblivion!

I can't remember how many moons ago it was that Microprose released the original Gunship. But, I do remember I was only a slip of a lad. I remember halcyon days of laughter, music and sunshine.

Memories of mother's dumplings come flooding back, and how she'd beat me senseless with her suet stick. Little did I know that training of that nature would prepare me for my vocation in life: War correspondent for *Amiga Computing*! But enough of this reminiscing, back to Gunship.

The original was immediately heralded a classic, selling over one million copies and scooping up an army of gaming awards. Since then, there have been others to follow in the footsteps of the grandfather of helicopter sims. I think most of us will remember the outstanding Thunderhawk. This, while offering superior graphics, was slightly let down by a tricky control system.

To all intents and purposes, this has always been the problem with this particular genre. Helicopters are damned complicated pieces of equipment for programmers to replicate. Either the visuals suffer from poor, juddery graphics or the control systems vary from simplistic through to requiring the dexterity of an octopus.

So, with all these and other queries rolling around in my noggin, I set forth to discover whether Microprose have spawned an auto-rotating prodigy or given birth to a collective failure.

Once I had my grubby maulers delving inside the box, the first thing my paws came into contact with was the manual. To say it's extensive is an understatement: The best part of 200 pages of instructions and techno-data, had me gulping hard in my best war-torn correspondent-type gulp.

It's a dirty job but someone's got to do it – or so some macho type one said. So, with a casual shrug of the shoulders, I booted up. The first thing to greet me was a stunning intro sequence showing the AH-64A – or Apache to his friends – shooting large projectiles at your monitor!

After the cinematic intro screens, it's off to Fort Rucker to begin active duty within the US Army Aviation Centre. You begin life as a lowly Warrant Officer candidate. But with training and hard work, the sky's the limit.

The first option screen allows you to choose which theatre of war you wish to take part in. These vary between central Europe and the Persian Gulf, although Microsoft are promising add-on disks in the near-future to widen the scope further. You can also take the liberty of training – never a bad idea – before rushing headlong into the fray.

Having pondered these and other options, it's time for mission briefing. Here, one can view orders, plot waypoints for targets and read



Here in the roster room. Danno from Hawaii Five-0 hands you your orders

enemy movements. As this is a true simulator, you are also given atmospherics such as wind speed and weather conditions to puzzle over.

There's a decline mission option, but I'm sure all you tattooed, granite-chinned, beer drinking ex-marine types wouldn't dream of doing such a lily-livered thing. Would you?

Anyway, before you go for your re-enaction of the first episode of the Whirly Birds, it's always fun to go shopping at the ordinance stores. This screen allows you to look at the hardware at your disposal.

GAMER GOLD

The action takes place in the near future, around the year 2000 to be precise – surprise, surprise! Much of the helicopter technology on offer is still in the development stage. This means that you get to fly these ultra powerful machines of the future before the real aero-jocks do!

You get to choose from eight of the beasts, all having different uses and qualities. From the ultra-modern Longbow Apache Gunship, through to the older 'copters like the Cobra, the choice is yours. Next on the shopping list is a vast arsenal of attack and defence systems. Your choice of destructive toys is vast and plenty enough to keep the craziest of air-wolves happy.

Having selected your craft and weaponry it's time for the crunch. Ascending up into the great blue yonder can be made as real or as shoot-'em-up as you like. This is thanks to a set of toggles that allow you to alter the majority of features likely to affect flight.



Oh! No. The man from Barrett Homes goes psychotic after losing his job

Once in the cockpit it's hard not to notice the quality of the graphics. Both the internal and external views look very effective. But, how does she handle? That's the burning question!

Now, I'm not going to bore you with the aeronautics of vertical flight. This is because, quite frankly I haven't got a bloody clue. All I do know is that the first element of chopper control is the collective.

This refers to the angle of attack adopted by the rotors; the steeper the blade angle, the greater the lift. On Gunship, this aspect is dealt with via the keyboard. The second part of the equation is the cyclic which behaves exactly like, and is controlled by the joystick.

Finally, there's the anti-torque rotor which again is keyboard operated. It sounds fairly complicated – that's because it is. But, as I said, the manual is in-depth and where I stole all the above info from.

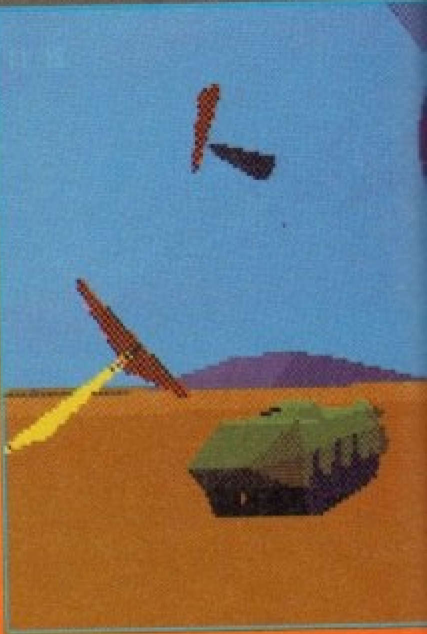
Once you've mastered the control system, which is quite user friendly, it's time to light the touch paper and start the fireworks.

Gunship moves as quickly and as smoothly as any flight sim I have yet to see on the Amiga. This has not been achieved at the cost of detail either.

The terrain is both interesting and varied. It's not unlikely for you to screech past billboards or even to harass a resting camel – that's on the Chester Zoo mission by the way!

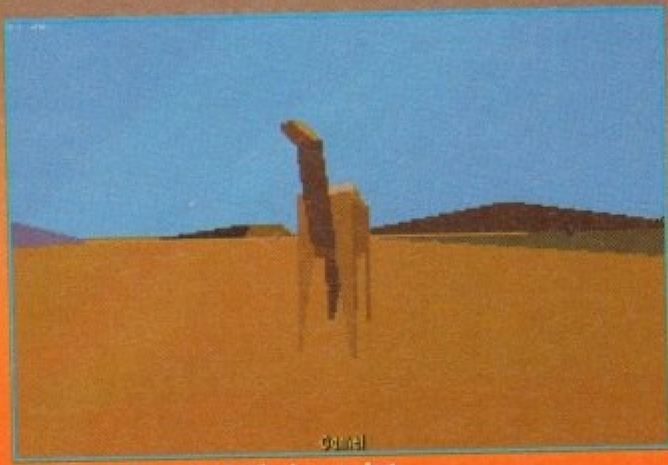
The whole smoothness and variety of the landscape is thanks to a new system which generates terrain with undulations. All I can say is seeing is believing!

In terms of action, there's more than enough. Everything is controlled in your bird, by state-of-the-art HUD controls. It's a good job because when it's tin-hat time, you've really got a job on your hands. The enemy craft are plentiful and



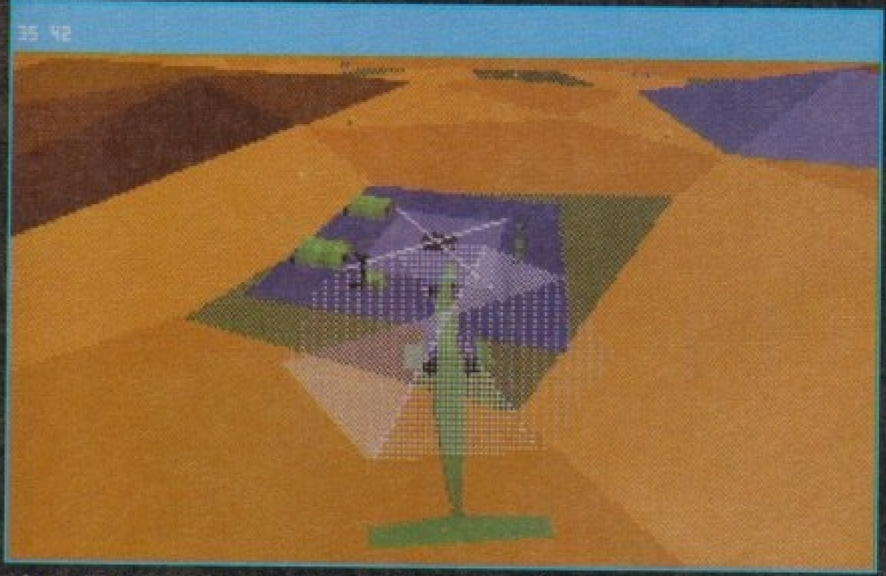


Hangar-ing around with the boys. The macho one with the moustache is a dead ringer for Robin Smith!



Arabian or dromedary? Who knows, but shoot at him and he gets the hump!

2000



After you've whipped up a desert storm. It's happy landings

very well defined. They move about the play area quickly and for once there's no noticeable loss of pace on screen update.

The variety of assailants is also amazing. So whether it's a HIND gunship or a T-72 battle tank, just get on his six, target your Hellfires and watch his pinko commy ass fry.

The great thing is, you can watch said commy's ass fry from loads of angles. For example, you can watch the action from the missile you've just launched or even from the enemy's perspective.

The sonics too are excellent. The choppers really sound as though they chop. The explosions are really beefy and the sampled speech from your co-pilot highly convincing.

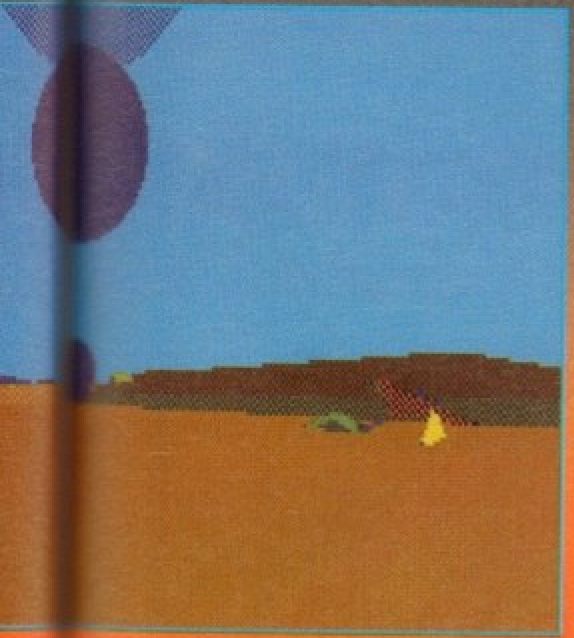
As if I hadn't sang Gunship's praises enough, come here, there's more! The number of missions at your disposal is vast. Also, as you progress in rank, the more sophisticated helicopters become yours for the taking.

Plus, at the higher ranks you become eligible for wing-men and full blown campaign options.

Really I haven't the space to say everything I want to about this monster piece of software. I predict Gunship 2000 will become the god of the simulator world. It's an absolutely awesome, most excellent, cracker of a game. I heartily recommend that everyone rush out and buy the definitive helicopter simulator now.

Anyway, I'm off to take to the skies once more. Blue Thunder eat your heart out!

SIMON CLAYS



A quick flash of your weapon and the enemy eat sand!

VISION

GGGGGGGGG

AUDIO

GGGGGGGG

DIFFICULTY

GGGGGGGG

LASTABILITY

GGGGGGGGG

93%

Gunship 2000 has got to be the best simulator ever produced for the Amiga. The action is totally engrossing and it looks absolutely fantastic. Months and months of challenging aeronautical frolics. Leaves other flight sims back in the hangar.

Publisher ➤	Microprose
Developer ➤	Inhouse
Disks ➤	4
Price ➤	££34.99
HD Install ➤	Yes
Size ➤	1 meg

Choppers to tickle your fancy!



AH-64A Apache Gunship. Finest attack helicopter in the air. Versatility and ruggedness are its greatest assets



AH-1W Super Cobra. While smaller than the Apache, it's fast, agile and a sturdy weapons platform



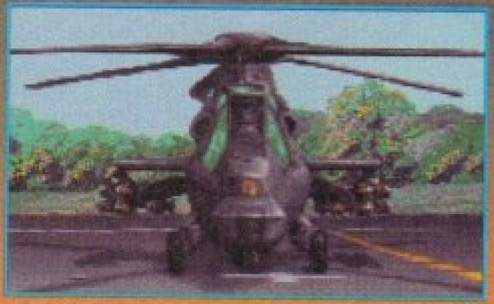
AH-6 Defender. A very capable, dual-role lightweight performer. Can mount a deadly mix of weapons



OH- 58D Kiowa Warrior. The eyes of the gunships. Always on the look-out, and a masterful fighter in its own right



UH-60K/L Blackhawk. The heavyweight of the stable. Good for all that's transported, picked up or rescued



AH-66A Commanche Gunship. Ultra-modern systems and hard-hitting weapons make this a powerful performer



AH-66A Commanche Scout. Very similar to its heavyweight brother, but fitted with a "stealth" airframe

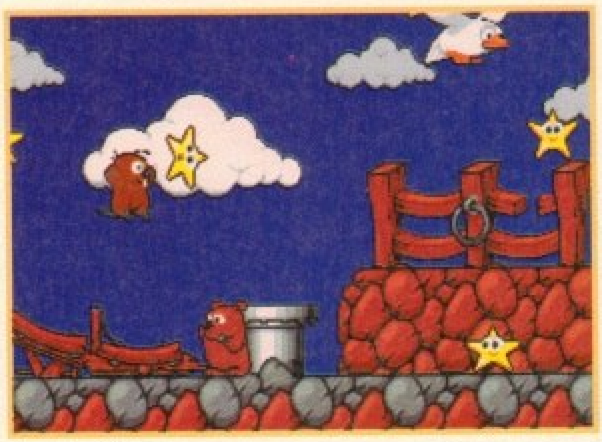
BEAVERS

Fifty years after the bouncing bomb, Grandslam introduce us to a new kind of dambuster in the furry form of Beavers

Over the years we've all become accustomed to an absolute menagerie of heroes from the animal kingdom. Well here's the latest, Jethro the beaver! Apart from havingan extremely soft name for anyone (let alone a beaver), our Jeth is an axe-swinging rock 'n' roller in a band. Now if you were thinking it, you're absolutely right. It's yet another surreal plot for dare I say it, yet another platform game.

So right now what I'm not going to do is give you a full-blown lecture on the ups and downs of this particular genre, and how for every classic like Zool and Putty there's a level guardian full of rubbish. Ah! did I lecture you? Oh well! On with the "plot"...

According to the loading screens, Jethro has a furry female friend who has captured the attention of the game's bad-ass. In this case it's a gun-toting rabbit, who does the dirty and kidnaps Jethro's piece of "beaver".



Top thrash-rocker Jethro performs a rendition of Wishing on a Star(fish)

Now what the hell this rabbit wants with her I honestly can't imagine. If I remember the birds and bees well enough, rabbits get together with other little bunnies, not strapping great log-eating beavers. But whatever turns you on.

I suppose you've guessed it by now anyway, but rather than going round to said rabbit's hutch and shoving your carrot. *(that's quite enough... Ed)* you have to bounce and spin your way through 20-odd levels of platform pranks.

There are four different types of screen that go together to comprise the action. They vary between underwater sections to extremely slippery snowy levels. But by far the hardest are the auto-scrolling sections where the slightest hesitation with the joystick results in the untimely demise of our hero.

Of course there are other aspects to the game. We all know the bonus hoops in the Sonic games. Well sure enough Beavers follows suit completely. The only difference is that it's starfish rather than hoops that guarantee points for prizes.

Apart from that there is the usual variety of frustrating traps, puzzles and nasties. On the subject of nasties, every sixth level sports an extremely large nasty who pops up to hinder your progress.

Overall there isn't a great deal I can comment on regarding the gameplay. It's all fairly straightforward with plenty of jumping around, flipping the baddies with your tail, pressing the odd switch here and there to operate lifts and searching for Davy Crockett hats (don't ask me why) to complete the stage. The graphics are what I can only describe as cuddly and are reasonably well animated.

The level guardians that crop up from time to time are very large sprites and are fairly well defined. But the backdrops are nothing to write home about, in particular the borders, which are both bland and crude.



Beaver Patrol leader goes into a tail spin to rid the level of yet another phantom teddy!

In the sound department, Beavers rates as reasonable. The sound effects are decent enough but the theme tune doesn't seem to tie in too well with the gameplay and ends up being about as useful as a beaver with foam teeth.

Overall my main gripe is the total lack of response from the control system. When using the joystick, especially in the auto scrolling levels, absolute dexterity is imperative and this just doesn't happen. This feeling of lack control over your destiny has a serious effect on the addiction of this game.

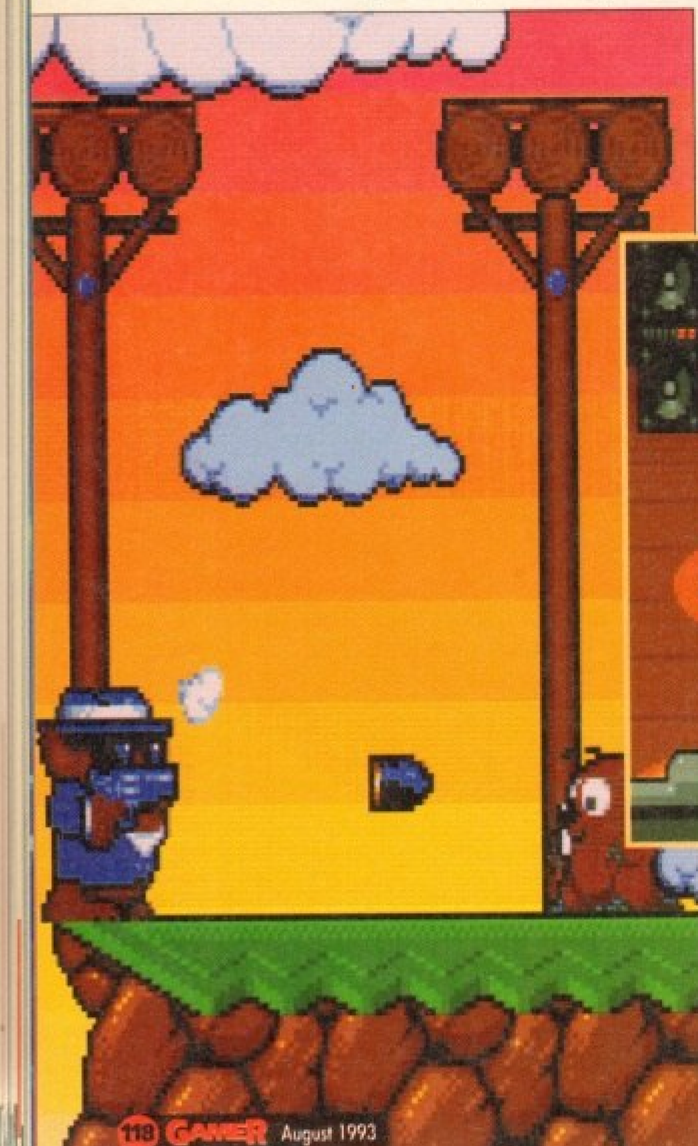
It becomes, to be frank, bloody frustrating, and I ended up switching off to watch my colleague pick his nose.

To sum up, Beavers is fairly cute, cuddly and in places quite entertaining fun. But once you've set eyes on all the graphic styles, messed around in the water and generally beavered about, it's all pretty repetitive stuff.

I can't help feeling that if gamers are going to be tempted into parting with the very best part of £26 then programmers are going to have to stretch the parameters a mite further up the log flume in this rather exhausted game genre.

To be honest, in this instance Grandslam are as guilty as the next because Beavers really is run of the water mill!

SIMON CLAYS



Am I seeing things or is that dude wearing a ska suit and pork pie hat?



Jethro, lead singer of the Damned, opens the show with their latest hit Furry across the Mersey

VISION

AUDIO

DIFFICULTY

LASTABILITY

65%

Beavers really is nothing new and will undoubtedly go down in history as just another, dare I say it, platform game! The gameplay is perhaps a little simplistic and the control unresponsive. For the money there are better options available.

Publisher ➤	Grandslam
Developer ➤	Arc Developments
Disks ➤	3
Price ➤	£25.99
HD Install ➤	N/A
Size ➤	½ meg

CHART SHOOTERS

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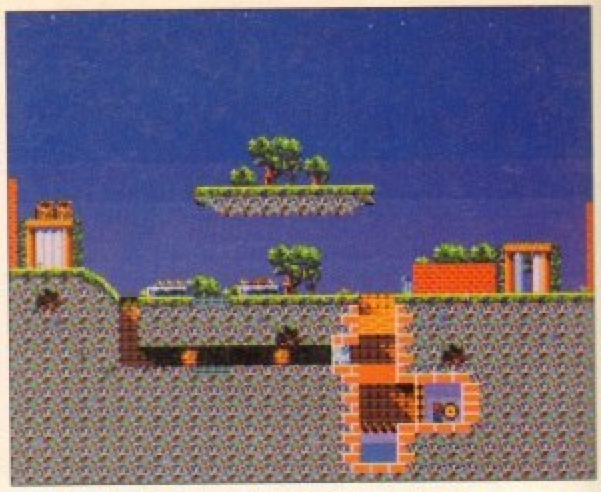
CHART SHOOTERS



Hmm, it's Professor Krakenpot



Morph floating in a gaseous state



Looks can be decieving – this is a bit of a classic

MORPH

The puzzle game of the year? Check out this substance-changing frolic from Millenium

It's been quite a while since we've had a decent puzzle game in the office – the last one of note was Lemmings 2. The puzzle game has always been a firm favourite with gamers. Not all have brilliant graphics and sound, but they more than make up for it in the playability and addiction departments.

Tetris, Columns and Lemmings are all classic examples of what a puzzler should be like.

What makes them so attractive? Why do people put themselves through sheer puzzle hell? Satisfaction is one of the answers. If you complete a level on Lemmings which no-one else you know can do, you get a really warm glow.

Beating your high-score on Tetris is a personal achievement – and achieving things is an important part of life. Some may conquer mountains, others save a human life. However, when you get to heaven and God asks you what you have achieved, at least you can say that you completed the Mayhem level on Lemmings. After releasing the James Pond series of games Millenium are about to enter the puzzle games fray. I say "fray" advisedly because if you make a good puzzler it is adored by everyone. Produce a bad one and you're guaranteed to sell zilch.

Morph is, thankfully, one of the good ones and I have a sneaky suspicion that it could well challenge Lemmings for that cult puzzle status.

It concerns, not Tony Hart's plasticine friend, but a fat little boy called Morris Rolph, or Morph as he is known to his friends. He unfortunately has a crackpot uncle called Professor Krackenpot. The Professor must have been meddling with drugs because he has built a teleport machine.

Morph, being slightly chubby, thought that this machine would be helpful – he could play lots of pranks and get into football matches for free, as well as escape from school early.

Being a very eager child, Morph decided that he wanted a go on it right away. Unluckily for him, it hadn't been tested on humans, and when the lever to start the machine was accidentally moved Morph disappeared leaving behind a trail of swirling stars.

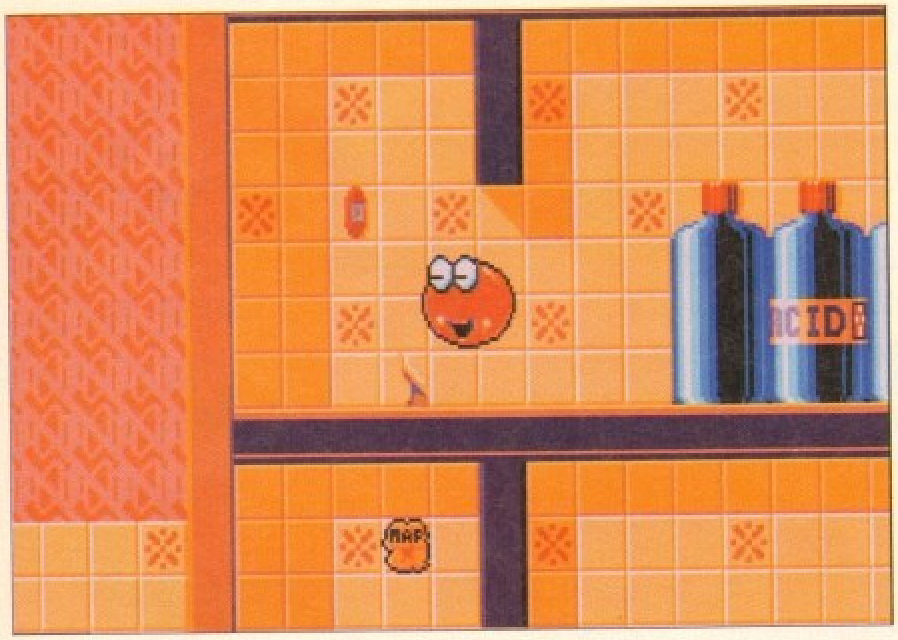
A thunderstorm brewing that fateful night, and as Professor Krakenpot went to turn the machine off a bolt of lightning tore through the roof and blew it up, scattering its components around the surrounding countryside. All that remained of Morph was a cloud of twinkling atoms and electrons. Then a voice spoke up as if from nowhere. It was Morph, who calmly explained his predicament to the Prof. "I can't regain my body, but I can pull my molecules closer together and change my shape.

"I'll go and find the missing parts and you can repair the machine and bring me back!" Chubby people are always optimistic, aren't they?

Morph can now transform himself into four different substance – gas, liquid, flexible and solid – all of which are explained in that little panel down there, so before you continue I suggest you read it.

The object of the game is for Morph to reassemble the teleporter enabling him to return to the form of a small boy.

To achieve this, he has to collect each of the machine's many pieces, represented in the form of



Morph bouncing through life...

Morph gets into some altered states

Gas



In this state Morph may float upwards. He may also pass through small holes and grilles. However the gas is very combustible and doesn't mix well with extraction fans. Gas is lighter than air, so it cannot move downwards.

Solid



The heaviest state for Morph to be in. He is limited to moving like a cannonball. However this does make him impervious to sharp objects and due to his heavy weight he can smash through walls. He will sink in any liquid.

Flexible



Morph in this state becomes very rubbery and bouncy just like a beach ball. This enables him to bounce vertically and across gaps and float across water. However, sharp spikes, brambles, broken glass and metal corners will burst him.

Liquid



Now Morph can seep through small holes, extinguish fires and squeeze around the sides of lifts. He can be killed by drains and dissolve in any other liquid. Keep an eye open for streams and pools.



The graphics are chunky and colourful



Don't let its cuteness deceive you – this is a challenging puzzler

cogs. He must collect the cog in each level, complete the level within the given number of transformations, and use no more of any individual transformations than allowed.

The levels (Garden, Factory, Sewers and Laboratories) are spread over four different areas, each of which has its own particularly tricky hazards and puzzles to complete.

This is one of those games which on first glance looks the worst puzzle game in existence, but if you sit down and take your time you will discover a classic.

Changing shape and substance is one heck of a concept and as far as I know nothing has been

GAMER GOLD

done like this before. Controlling the game is simple. The joystick is used to move Morph around, each state having its own movement characteristics.

To change into another state all you have to do is hold the Fire button down and move the stick left, right, up or down depending on which state you want to be. The layout and design of the different levels is really clever. The first few levels are relatively easy and you feel as though you'll complete Morph in 15 minutes, but as you progress everything gets more complicated and you have to put more thought into the game.

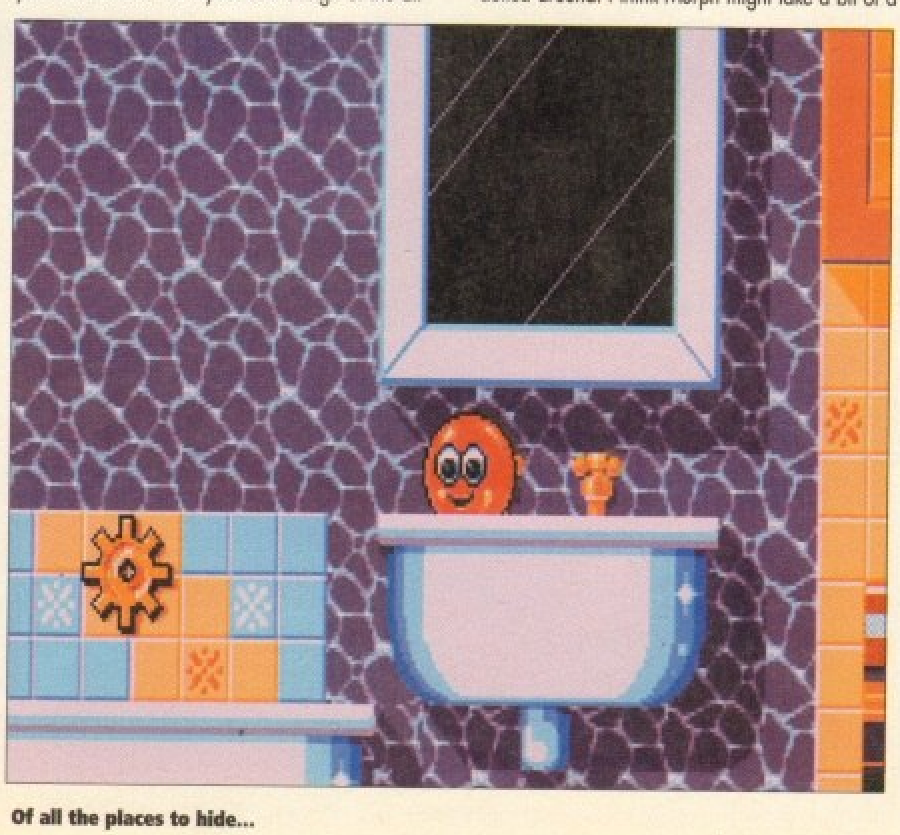
It contains some brilliant graphics – chunky and colourful. The introduction sequence is especially impressive and some of the in-game anims raise a wry smile.

The Professor looks as though he would fit perfectly into an episode of Mr Benn. On the sound front there is a happy, bouncy little tune which runs throughout with plenty of good sound effects dotted around. I think Morph might take a bit of a battering from some Amiga games mags, but I liked it. The only complaint I could think of is that it could have done with a few more levels, but perhaps if it's successful, a data disk might appear.

Morph is the best puzzler I've played since Lemmings 2 and it will definitely appeal to puzzle fans in a big way. It has got the graphics, sound, playability and is addictive as hell. What more do you want from a computer game?

JONATHAN MADDOCK





Of all the places to hide...

VISION 9/10

AUDIO 8/10

DIFFICULTY 8/10

LASTABILITY 7/10

85%

Morph is a damn fine puzzler. It has the makings of a classic, but that will depend on whether the general public goes for it in a big way. Good graphics + groovy sound + playability + tons of addiction = Morph.

Publisher ➤	Millenium
Developer ➤	Peter Johnson
Disks ➤	1
Price ➤	£25.99
HD Install ➤	N/A
Size ➤	½ meg



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ON THE Drawingboard

APOCALYPSE

It's been in production for longer than the Channel Tunnel, but now Virgin proudly present their ace helicopter shoot-'em-up. Jonathan Maddock gets down in 'nam and investigates...

Now for those you out there who have looked at the title of this game and thought "hmm that sounds familiar". Well, for those of you are old enough to remember, Apocalypse was originally going to be produced and marketed by Mirrorsoft.

Well, of course I don't need to tell you any more because you will already know that Mirrorsoft were once part of the Mirror Group.

You will also in-turn know that the Mirror Group was run and owned by Robert Maxwell who impressed us all with his twisted (hmm) treble pike into the ocean off his luxurious yacht.

This turn of events eventually brought down the axe on Mirrorsoft and also on their forthcoming releases including one of the biggest and most hyped games ever, Apocalypse.

Now one day an employee at Virgin Games was looking through some "whatever happened to..." files and up popped Apocalypse. Being astute business types, Virgin promptly snapped it up. Hands were shaken and there were smiles all round.

Apocalypse is almost here. The game will be released this Summer and it is, in my humble but ever accurate opinion, going to be absolutely massive.

The game borrows a lot of its ideas and looks from the film Apocalypse Now, which is regarded by many as the definitive war picture thanks to its amazing sense of realism and great acting.

You take to the skies in a super sleek helicopter and prepare to take everything the enemy can throw at you. In terms of gameplay it's basically a straightforward shoot-'em-up, but in terms of sight and sound it looks like being heralded as a Project X-beater.

The story is that lots of heavily armed rebel forces are amassing on the seemingly insignificant island of Majipoor. Something is obviously going to happen, but you don't know what.

The objective is to rescue as many prisoners of war as possible while searching for your best buddy as well as finding out what is about to occur. It won't be easy, you'll have to fly through five levels of bullets, flak, missiles and rockets. What this means for the gamesplayer is the return of the mega violent shoot-'em-up with more action in it than your average Arnold Scwarzenegger flick.

The chopper has an awesome amount of firepower and is loaded with rockets, heat-seeking missiles and firebombs, all of which are acquired from supply boxes found on the ground.

Unlike some shoot-'em-ups, the weapons can also be used for destroying various bits of the scenery such as the enemy outposts; all that remains intact is the lush flora and fauna.

There is so much going on that you instantly find yourself in a world of mayhem where you live in seconds, not years. Although you are surrounded by madness and action, the game still commands a bit of order to make the game playable.

As mentioned before, it is loosely based on Apocalypse Now which of course was about the Vietnam War. The game isn't what you'd call politically correct and you don't half feel sorry for the little blokes who are running about like mad trying to avoid your big nasty missiles, but hey that's war and it's kill or be killed, right kids?

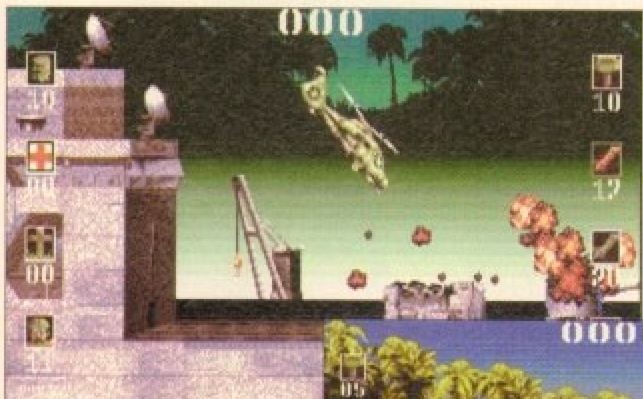
Unlike its competitors, Apocalypse Now isn't a left to right scrolling shooter; it allows you to move vertically as well as horizontally which makes it a lot more interesting, as well as making the playing area that bit more expansive and more realistic.

It comes complete with a whole range of stunning sound effects such as heavy machine gun fire, multi-layered explosions, roaring flames and screams.

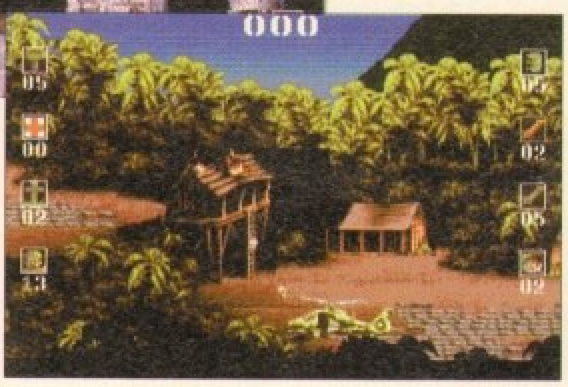
It is also littered with parallax effects that include background and foreground objects to further enhance the unique depth of realism.

Miracle Games are handling its development and production, and their aim was to create a product for the Amiga that would be worthy of an arcade machine. Having seen a demo of the game I can confidently say that they have indeed achieved that aim.

Apocalypse will blow you minds when it arrives on the shop shelves in a couple of months. If you're a shoot-'em-up fanatic then Virgin Games are about to provide you with your own personal slice of shoot-'em-up heaven.



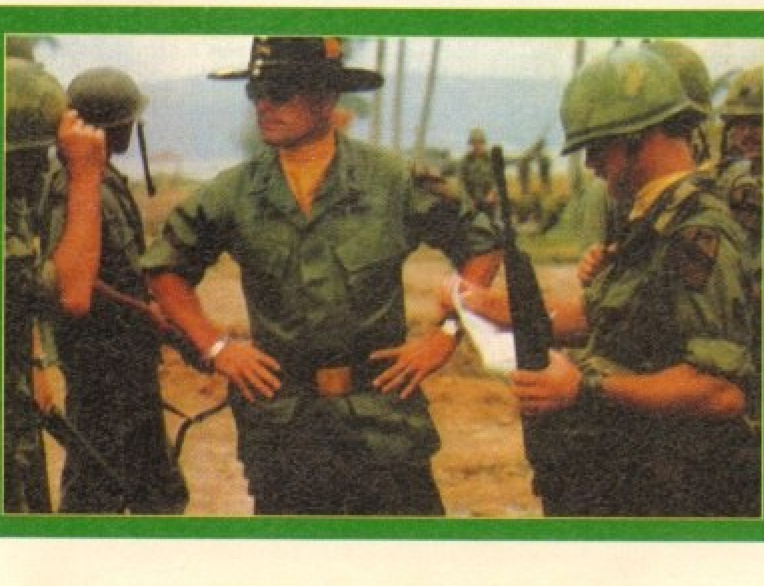
Kill, hack, explode, fire, destroy, arrgh, dribble... I am invincible. A mild form of psychosis had entered the mind and body of Cap'n Jones



Pick up those POWs and fly back to base in time for tea and cakes, err probably...



What's that burning smell? Your first attempt at a dogfight in 'Nam doesn't go down too well...



Smells like... victory

The film Apocalypse Now was made in 1979 and heralded as one of, if not the classic war film. Set amid the muddle of Vietnam, the movie starred Martin Sheen, Robert Duvall, Marlon Brando and Dennis Hopper.

It was directed by Francis Ford Coppola who was more recently responsible for the box office hit Bram Stoker's Dracula. The film received two Oscars for Best Cinematography and Best Sound.

One of the best quotes from the movie is when, just after an air strike, Lieutenant Colonel Kilgore (Robert Duvall) enthuses to a stunned Captain Wilard (Martin Sheen):

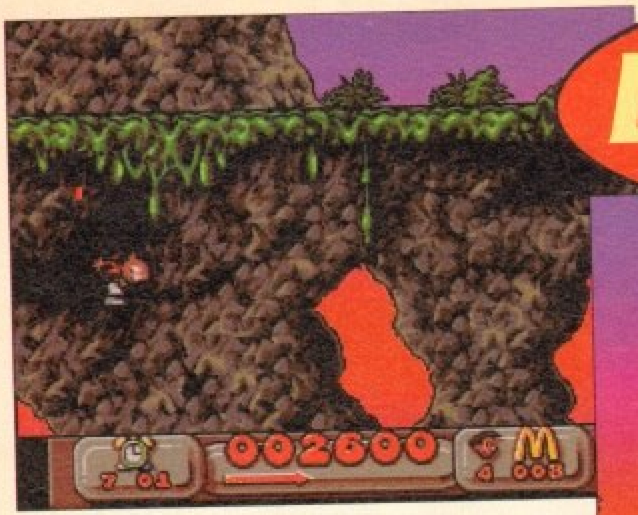
"Smell that? Do you smell that?...Napalm, son. Nothing else in the world smells like that. I love the smell of napalm in the morning.

"Do you know, one time we had a hill bombed. For 12 hours. When it was all over I walked up. We didn't find one of 'em, not one stinking dink body.

"But the smell...you know that gasoline smell? The whole hill... Smells like... Victory... *[A shell explodes behind him, but he doesn't flinch]* Some day this war's gonna end..."

Ahh, they don't make them like that any more!

ON THE Drawingboard



Mick discovers the wonders of the invisible platform...



The award for the cheesiest grin in a computer game in1993 goes to...



The game isn't out yet and already it looks like Mack is going to get the axe!

GLOBAL GLADIATORS

Cutesy games! Love 'em or hate 'em, they're here to stay. Virgin delve into the cutesy games world while Jonathan Maddock dreams about death, blood and violence...

I personally think that the cutesy platform game market is now saturated and looking rather dated, but I could well be proved wrong by Virgin Games and their hottest platformer yet, Global Gladiators.

Now don't take this the wrong way, I like a good cutesy platformer more than anybody, but what happened to big heroes with big muscles and big guns? The violent game now seems to be few and far between.

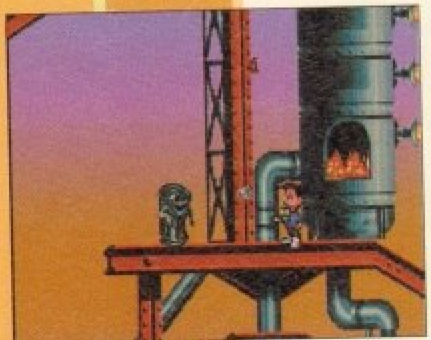
Computer game and TV violence is now a major talking point in the tabloid press and they sensationalise and hype everything up. This is down to the fact that computers are so very popular.

A few years back, kids were going ape over Smash TV, an out-and-out kill-'em-up, and no-one batted an eyelid. Another instance is when Moonstone came out almost two years ago, a game which – let's be honest – contained more blood than your average abattoir. Everyone I know went absolutely mad and fell in love with the damn game.

Out of all those people I know not one who has turned into a mass murderer. In fact, Moonstone actually raised a few laughs and smiles instead of looks of horror and distaste.

But the cutesy game has now taken over from the violent game in popularity stakes and if it is done well the product will sell like the proverbial hot cakes.

Sonic the Hedgehog, Mario, Bub and Bob, Zool, James Pond and Superfrog are merely a handful of examples taken from the pool of cutesy software currently available today.



One of the Global Gladiators takes out the trash with his goo-shooter while messing about in Toxi-town!



Hoorah, it's Ronald McDonald. Mack receives a McDogburger for his achievements

A lot of platformers have a cutesy character in them and then the software company try to sell them with that character simply because the actual game is just a bog standard platformer. Virgin's Global Gladiators is here to redress the balance by having two superb cutesy heroes and the game-play to match.

Mick and Mack are two cool kids with one goal which is to rid the planet of all the rubbish, slime and filth. Yep, it's eco-friendly and apparently according to the press release they are the "solution to pollution absolution".

The game is actually titled McDonald's Global Gladiators, but it doesn't really have that much to do with the multi-national burger joint apart from a guest star appearance from Ronald and the McDonald "M" splashed throughout it.

Don't let the McDonald's sponsorship put you off buying the game, either, because Global Gladiators is going to be absolutely massive.

I saw it about six months ago on the Sega Mega Drive and it looked brilliant. It wasn't going to be released on the Amiga at first, but Virgin decided that it was so good that it should be released on all the other formats.

Mick and Mack armed with their Goo-Shooters have to tackle four fearsome levels – Slime World, Mystical Forest, Toxi-Town and Arctic World. To complete the level you have to collect as many arches (McDonalds' "M"s) as possible while doing away with nasty monsters such as Slime Pigs, Yuckmouths and Splatter Bats.

Global Gladiators features two heroes, but alas they can't both be used at the same time. Both characters are the same except they have different coloured skin. This makes GG the world's first game that makes racial harmony a prominent feature.

You could argue that it still isn't quite politically correct because it is sexist in the fact that they aren't any women or girls, but games would be pretty dull and boring if they were all politically correct. So, in the meantime, racial harmony will just have to do.

The graphics are just awesome and apart from the parallax scrolling the Amiga version of Global Gladiators is identical to that on the Mega Drive. Mick and Mack feature 1,250 frames of animation as they run, jump, spin, spring, twist, shoot and blow gum.

The music and sound effects are also on a par with the Mega Drive. The tunes range from dance to techno and most of them are good little numbers which you'll find yourself whistling to.

There are loads of sampled sound effects from Mick shouting "awesome" to various squishes, splats, tings, bings and dings. The game not only looks like a dream, but also plays like one and contains humour, fun and excitement for the whole family.

Global Gladiators will be released later this month for the recommended retail price of £30.99. Mick and Mack are the computer game equivalent of Bill and Ted. They're way awesome apparently and with a bit of good marketing are going to take the world by storm this summer.

I like cutesy platform games, don't you mate? Certainly do mate they're platform–tastic in a cutesy kinda way. Not 'arf.



Treat your Amiga to a new keyboard.



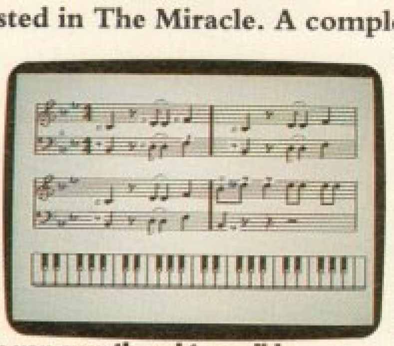
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ON THE Drawingboard

ST★RDUST

Better watch out, there's a brand new software house about. Bloodhouse are here to amaze and entertain you...

At the moment there are a number of high class software companies, but one which has impressed us most over the last year or two is Team 17.

They're a relatively small company when compared to Virgin and Ocean, but I bet Team 17 wouldn't swap places with any other software house at this moment in time. Almost every game has been heralded as a modern day classic. Alien Breed, Project X, Body Blows and Superfrog are just the beginning. The question now, though, is who on this earth is going to challenge them for the title of all-round top games-producing heroes?

Well, take a look at the screenshots on this very page and the game could be mistaken for a Team 17 product, but it's not. Bloodhouse are a software company from Finland and they most definitely are the next big thing.

Stardust is Bloodhouse's first ever product, and has been created entirely in-house with no outside help at all. The Bloodies, as they shall now be know, say that Stardust is one of the most visually impressive Amiga games ever released.

It is loosely based on the old pub favourite Asteroids, but has been given a whole new lease of life thanks to the latest Amiga technology. The object is to clear the screen of asteroids and enemies while collecting all the bonuses and power-ups.

There is also a sub-plot in which an evil professor has decided to destroy the whole galaxy and kidnap the beautiful Princess Voi. To fulfil his evil scheme he uses his dangerous agents cunningly disguised as meteors to clear the galaxy of all human life.





You play the part of the hero with the large anatomy who just happens to own a heavily-armed intergalactic star ship. If you succeed everybody will cheer and buy you pints, but if you fail everyone they'll come round to your house, beat up your dog and nick your telly.

Back to the graphics, which in this case are worth mentioning twice. They were produced using the ray-tracing technique to an extent as yet unknown in the world of computer games. Stardust also uses 32 colours in the overscan mode and a new six-channel stereo sound routine.

The disk routines have been made as fast and simple as possible. It's almost as easy as using a console and loading time has been reduced to an absolute minimum.

The game has taken a whole year to develop and benefits from the chief programmer having been involved in developing Real 3D, one of the best ray-tracing programs available for the Amiga. There are so many levels each with its own set number of areas. In these you play the asteroids lookalike game, but when you complete the level you have to travel to the next. This is perhaps the most impressive thing I have yet to see on the Amiga.

It's a super fast, super scrolling shoot-'em-up which left everyone in the office doing impressions of guppies. The screenshots look OK, but when this baby moves it is just incredible. You'll see what I mean when the game starts to reach a few CoverDisks and you can check it out for yourself.

Probably the best thing about Stardust is the price – it'll only set you back £14.99. Bloodhouse are stressing that the game is not on budget, but they felt that gamers are getting a bit of a rough deal at the moment – and what better way to get everyone to buy your game?

Bloodhouse have got a couple of other games that are still at the development stage. One is an arcade adventure that cleverly combines polygon and bitmap graphics and the other is a platformer which uses a unique full-screen animation technique.

At the moment they are looking for new distributors, wholesalers and retailers, so I suggest that anyone interested give them a call and damn quick too.

Bloodhouse are going to be massive I can guarantee it, and Team 17 are going to have to look over their shoulders now and again because the competition is here. All I need to do now is brush up on my Finnish.

JONATHAN MADDOCK





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- **UU037** C64 EMULATOR (2 Disks) – Emulates the C64 perfectly (+)
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- **UU039** POWERLOGO V1.2 – The best logo package in P.D. (+)
- **UU040** AMIGADEX – Keep your addresses etc on computer (+)
- **UU041** FORMS REALLY UNLIMITED – Create your own forms, invoices etc (+)
- **UU042** COMPOSER V2.0 – Create your own musical masterpieces with staves + notes (+)
- **UU043** CAPTIONATOR – Produce scrolling messages for video titling (+)

L002 CELEBRITY IMPERSONATIONS – Ever had problems leaving a message on your answer phone, this 4 disk licenceware set features recorded messages from Dame Edna, Bob Geldorf, The Queen, Robin Day, Ester Rantzen and costs £6.00 (+)

- **UU044** TYPING TESTER – 5 tests to check your typing capability (+)
- **UU045** MAGNUM V1.0 – Create a brilliant disk magazine lice grapevine (+)
- **UU046** NO ERRORS – Makes unusable hard errored floppies and hard disks usable by hiding the damaged tracks (+)
- **UU047** LOG INFO V1.2 – Amiga shopper said this is one of the best shareware progs around. Helps estimate your phone costs when using N-comm (+)
- **UU049** BON APETIT – Keep a record of your recipes – some included (+)
- **UU050** STOCK BROKER – Keep tabs on fluctuations on the money market (+)

L003 THE FINAL FRONTIER – Having recently received a 10/10 rating this superb Star Trek Fanzine is now licenceware and costs just £6.00 for the 4 disk set

CLIP ART

- The clip art in this collection is v.high quality
- Huge bitmaps, many greater than an Amiga Hires screen.
- For use in Dpaint/DTP packages
- Each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the moving the mouse

- **ART01** Weddings clip art (2 disks) +
- **ART02** Houses – pictures of mansions (2 disks) +
- **ART03** Religious – full of holy clip art (3 disks) +
- **ART04** WW1 Aircraft (1 disk) +
- **ART05** Men 2 disks full of men at work +
- **ART06** Women 2 disks full of women! +
- **ART08** Business – office clip art (2 disks)+
- **ART07** Kids clip art (2 disks) +
- **ART09** Office – more of the same +
- **ART10** Students clip art +
- **ART11** Saletime – useful stuff inc. logos +
- **ART12** Xmas – a bit of Xmas cheer (3 disks) +
- **ART13** Punch – cartoons etc (3 disks) +
- **ART14** Animals – v.high quality pics +
- **ART15** Cats – 12 feline pics +
- **ART16** Silhouettes – 18 pics +
- **ART17** Schools (2 disks) +
- **ART18** Babies +
- **ART19** Sports – (2 disks) +
- **ART20** Olympic – more sporting stuff (2 disk) +
- **ART21** Medical clip art (2disks) +
- **ART22** Sealife – in deep clip art +
- **ART23** Decorative months – pic for every month +
- **ART24** Wacky comedy clip art +
- **ART25** Holidays +
- **ART26** Banners (2 disks)
- **ART27** Art Nouveau – floral art +
- **ART28** Butterflies +
- **ART29** Food – culinary clips(2 disks) +
- **ART30** Colouring Book – Colour in Dpaint
- **ART31** Borders – for use in DTP (2 disks) +
- **ART32** Mac Clip – quality macart (2 disks) +
- **ART33** Hornback – scenic clip art +
- **ART34** Teddy's Bears (2 disks) +
- **ART35** Vanity Fair – fashion clips (2 disks) +
- **ART36** Halloween clip art +
- **ART37** Showtime – dancing, singing etc +
- **ART38** Vegetarian clip art +
- **ART39** Floral – 14 pics +
- **ART40** Mystical – stars and zodiacs +
- **ART41** Dog woodcuts +
- **ART42** Cat woodcuts +
- **ART43** African woodcuts – more animals +
- **ART44** American woodcuts +
- **ART45** Artic woodcuts +
- **ART46** Farm woodcuts +
- **ART47** Mixed animal woodcuts +
- **ART48** Birds woodcuts +
- **ART49** More animals +
- **ART50** Animal lineart +
- **ART51** Botanical lineart +
- **ART52** Family scenes (2 disks) +
- **ART53** Golf humour (2 disks) +
- **ART54** Space and transport +
- **ART55** Softscene2 – rural clip art +
- **ART56** Sports 3 +
- **ART57** Navy – lots of navy type pics +
- **ART58** Travel (2 disks) +
- **ART59** Border and alphabet clips +
- **ART60** Acents and flashes +

We now have FRED FISH 1-750

USEFUL UTILITIES

- **UU027** Filofax – Reminds you of important appointments (+).
- **UU028** Bible (4 disks) – The complete King James Bible.
- **UU029** Tarot II – Read your own stars (2 disks)
- **U384** Cyclops V1.0. Art creation package. Create Plasmas etc. (+).
- **U527** Professional D-Copy V3.0 – As good as most commercial copiers.
- **U524** Intro Makers Kit – Make own intro screens with IFF pics, digitised samples and vertical/horizontal scrolled messages. (+).
- **U528** Multiplayer – Claims to be the most powerful, versatile music player for the Amiga (+).
- **U517** Kefrens Font Editors and Boot Menu Maker.
- **U325** Label Maker – Make your own labels.
- **UU030** Understanding Amos – tutorial (+).
- **U508** 175 Utilities – The most on one disk.
- **U531** Powerbase V3.2 – Powerful and user friendly database (+).
- **U533** Thrallbound – Contains spellcheck V1.3 and Examiner V1.0 which help you to learn and tests you on foreign words. Also a good text adventure game (+).
- **U534** The main event –set a date and your Amiga will remind you – cross between calendar/alarm clock (+).
- **U535** Wordpower V1.3 – Word Utility, Spell Checking, Crosswords, Anagram solving (+).
- **U514** P.C. Emulator – Runs most P.C. Business Software. +
- **U385** Plus! (13 disks) – 13 Disks crammed with programs info etc. Entirely for A500 (+) and A600 users (+).
- **UU032** TDH Vol 1. – Magazine aimed at Amos users. Recommended (+).
- **U306** Strictly P.D. Essential Collection (4 disks) – Jam packed with utilities, games, music creators and printer utils.
- **UU001** A-Graph – Very easy to use – Make bar & line graphs + pie charts (+)
- **UU002** CLI Tutorial – Learn all about the CLI. Given 70% rating in magazine (+)
- **UU003** MESSYSID V2 – Reads and writes PC disks. Given magazine rating of 95% (+)
- **UU004** Pools Predictor – Increase your chances of becoming a millionaire (+)
- **UU005** Disk Optimiser – Brilliantly simple! Any disk loads up to 15 times faster. Mag rating of 93% (+)
- **UU006** A500 Plus Emulator – Emulate the Amiga plus on your 1.3 Amiga. Really works (1meg req)
- **UU007** Freecopy V1.1 – Removes password protection to allow copying (+)
- **UU008** Cursor V1.0 – Compiler for Amiga basic programs (+)
- **UU009** Browser II – An alternative to SID. Some may find it easier and better. Very popular! (+)
- **UU010** PC Task V1.04 – Powerful multitasking PC emulator, supports CGA graphics, MS DOS, Floppies and even your Hard Drive (+)
- **UU011** NIB V2.0 – Removes protection and copies. Very powerful (+)
- **UU012** Gators Graphic Gallery – Examples and step by step tutorials on how to create professional logos like ones found in demos (+)
- **UU013** Fish Tank Sim – Simulates an aquarium (+)
- **UU014** Analticalc Spread (2 disks) – This is the best spreadsheet program to date on the Amiga (+)
- **UU015** Amiga Punt Program – Predict which horse will win from past form (+)
- **UU016** JR Comm v1.02 – Latest version of this useful modem program (+)
- **UU017** Beatrix Potter Clip Art – An excellent collection of clip art for any DTP program or D-Paint (+)
- **UU018** Plotting and Graphics (2 disks) – Contains a powerful full featured plotting prog, and a computer aided drafting prog. (+)
- **UU019** DB – A database with up to 50 fields, max of about 1.2 million records (+)
- **UU020** Home Manager – A great all in one address book with an inventory database + to do list (+)
- **UU021** Astro Pro Astrology –The best astrology program on the Amiga by far. (+)
- **UU022** Multidos V1.12 – After this disk has been installed your Amiga drives can read IBM disks (+)
- **UO024** Textplus V4.0 (E) – Latest update of this excellent word processor program. Now compatible with Tex, the professional typesetting prog. Found in the Fish collection (+)
- **UO025** Amos Lesson 1 – Find out how to get the most out of Amos. Had good review (+)
- **UO026** Edword 2.2 – Best text editor around. Received 9/10 from Amiga Shopper (+)
- **UO027** Megacolour V1.0 – A program which transforms a b/w screen into a full colour screen (+)

We now have T-BAG 1-61

GAMES & EDUCATION

We now have Assassins compilation games 1-41.

75p

- **N001** Total Concepts (2 disks) – Very well presented story books about Astronomy and Dinosaurs (+)
- **N002** American Football Coach – Play the role of an American football manager (+)
- **N003** Battlements – Similar to Hunchback on the Spectrum and C64 (+)
- **N004** Othello – The best PD version of this classic board game. Adjust skill level and facility to review where you went wrong (+)
- **N005** Crazy Sue – The best public domain platform game.
- **N006** Superleague Manager – Football management game (+)
- **N007** Metro – Mini Sim City (+)
- **N008** Smash TV the Rip Off – Great stuff (+)
- **N009** Henry in Panic – Jet Set Willy clone (+)
- **N010** Mister & Missis – Amusing and cute platform/arcade adventure with two characters to control. Excellent fun! (+)
- **N012** Caloriebase – Received 89% in CU Amiga. Keep a daily database of your calorie intake. Useful for dieters (+)
- **N013** Back Talk – Discusses common lower back problems, the causes and treatments given. Uses detailed pics + anims (+)
- **N014** Training Log – Make a detailed log of your fitness training (+)
- **N015** Spanish, French, German, Italian Tutors – Four great language tutors (+)
- **N016** A Visit to the Red Planet – Guided tour of Mars – fascinating! (+).
- **G509** ADDAMS FAMILY – Help rescue the family in this splendid playback caper (+)
- **G502** DELUXE PACMAN v.12 – Excellent version of the old classic (+)
- **G503** WAGGLE AWAY – Bizzare joystick waggling games
- **G504** DECENDER GAME – Clone of a old arcade classic tempest with vectorised graphics (+)
- **G505** ACT OF WAR – This risk clone recieved a storking review from Amiga Format (+)
- **G506** GRAND PRIX SIM – See if you've got the brain to be the next Nigel Mansell
- **G507** A.N.N.B. – Adolescent Mutant Ninja Bedsprings Leap into action in this amusing game (+)
- **G508** GENERAL ELECTION – Take part in ageneral election with this superb simulation workbench 2 only
- **G509** SUPER SKODA CHALLENGE – Smart car driving game with guns (+)
- **G396** FORMULA ONE CHALLENGE – 4 people can play in this excellent management strategy game (+).
- **G397** TANK ATTACK – Attempt to storm H.Q. avoiding enemy tanks – good shoot em up (+).
- **G398** TOP SECRET – Great text adventure with cute graphics. Given 100% in magazine review (+).
- **G399** TOMCAT – Fly your F-15 against enemy planes, ships and gun towers (+).
- **G400** FIGHTER PILOT – Superb 1st World War fighter shoot em up (+).
- **G380** CARD, BOARD AND ARCADE GAMES – 13 great games on 1 disk.
- **G381** P.D. PUZZLES – Includes puzzle pro + puzzle maker. Highly recommended.

DEMOS & MUSIC

75p

- **D480** FRACTALE – Excellent demo of the history of fractals.
- **D483** ALCATRAZ ODYSSEY (5 disks) – Probably the best demo this year.
- **D487** WWF PICS – The clearest Hi-Res pics I've seen.
- **D499** RAUNCHY SLIDES – Pictures of pretty girls.
- **D507** SCHWARZTOONS (3 disks) – Packed with superb cartoon demos by Eric Schwarz.
- **D130** SAM FOX SLIDESHOW.
- **D129** MARIA WHITAKER SLIDESHOW.
- **D470** KATHY LLOYD SLIDESHOW.
- **D316** MARIA WHITAKER ANIM.
- **D170** GIRLS OF SPORT ILLUSTRATED.
- **D500** DIGITAL DAMSELS.
- **M374** HARDCORE III – Pumping rave music and graphics.
- **M376** TECHNOMANIA '91 – Wire this into your Hi-Fi – excellent.
- **M378** NEW WAVE. Slip on your slip-ons and boogie down.
- **M405** EXPRESSIONS 3 – 3 Tracks with 27 minutes worth of brilliant house/rave music.
- **M365** ALCATRAZ – More than music – Highly original music and demo.
- **M352** CHART TECHNO 1 – 25 mins of altern-8 remixes.
- **M356** BANGING RAVES – The 2nd Coming. 11 Bands in this great remix.
- **M359** SUPERSYNTHS VOL 1+2 (1Mb) – Great graphics and music.

BLANK DISKS

12 in own box ....£7.50 50..............£22.50
100 ....£40.00 Mouse mats ....£2.99 each

VIDEO PRODUCTION

- **V001** **Video Production Package (4 disks). Given 10/10 rating, complete with 50 page instruction manual – £10.00 (+).**
- **V002** S-Movie – Smooth scrolling video titler (+)
- **V003** Turbotitler – Add subtitles to your videos (+)
- **V004** TV & Video Graphics (8 disks) – Packed with background screens for your video productions, different types of graphic styles. Peel takes an IFF pic and peels it down the screen (+)
- **V005** Video Production (2 disks) – Packed with video + Genlock utilities (+)
- **V006** Video Screens 1 – Background pictures for video production (+)
- **V007** Video & Anim: Video DB – keeps track of your video tape collection. RTAP lets you run large anims on small mem machines (+)
- **V008** Image Lab – Like a mini art dept. Tools on tap – does fades, colour bars & grey bars (+)
- **V009** Video: Stillstore – used to create over the shoulder graphic inserts like the 9 o'clock news
- **VO010** Shades & Fades Animfader – A utility to fade screens in & out. Superview will display IFF pics. Turbotitle creates subtitles (+)
- **VO011** Androids Back Video Grounds – Selection of B/G pictures (+)
- **VO012** Harlequin Video Art & Font Disks (3 disks) – After its review in CU Amiga shot to No 1 in sales chart. Excellent (+)

CREATIVE UTILITIES

- **CR001** Amigaventure & Advsys (+) make your own text adventure games with these progs (+)
- **CR002** Print Studio – Excellent for printing pictures or text (+)
- **CR003** Animation Studio – A brilliant anim creator for you to make your own animations (+)
- **CR004** Vertex Modelling – Allows you to create 3D-objects without using the X, Y & Z views. Loads Sculpt 3D/4D & Turbo Silver (+)
- **CR005** Modelling Objects – Contains over 20 vector objects in Image format. Perfect for use with CR004 (+)
- **CR006** Magnetic Pages V1.30 – Create your own disk magazine. Received 10/10 in review by Amiga Shopper mag (+)
- **CR007** Strata V1.0 – Landscape Generator which allows printing of them from any angle, any position & any magnification (+)
- **CR008** Amosbrot V1.1(A) – This update has even more Fractal types which include Logistic Equation, Coast Lines & Trees – Received good reviews (+)
- **CR009** Graphic Production – Utilities collection which contains scenery V1.0, Landscape, Landbuild V3.2, CLoud 9, Genesis Demo (+)
- **U241** FONTS/LOGOS – Masses for use with D-Paint (+)
- **U237** PROFESSIONAL DEMO MAKER – Create your own demo masterpieces
- **U299** SLIDESHOW MAKER – Shows how to present slideshows in different ways (+)
- **U084** SPEECH TOY – Get your Amiga talking (+)
- **U082** VOICES – Add speech to your demos etc. (+)
- **U312** MANDLEBROTS – The best Mandlebrot generator around (+)
- **U315** ULTIMATE ICONS – Includes Icon Lab, Icon Master & Icon Meister – splendid disk (+)
- **U321** SUPA FONTS – Masses of them for use with D-Paint etc (+)
- **U079** ELECTROCAD – Impressive package (+)
- **U078** MCAD – Great 3D Design Package (+)
- **U331** LAND BUILD 3.2 – Generate landscapes and view from any angle. Amazing! (+)
- **U346** ULTRAPAINT – Fab paint package (+)
- **U364** SCREEN MOD – Customise the way programs and screens appear (+)
- **U366** SHADOW DEMO MAKER – 3 Brillant demo making utilities
- **U500** DEMO CREATOR PACK (6 DISKS) – Get the most out of your Amiga - Get creative.
- **U491** DKB TRACE – Excellent Ray Trace prog (+)

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cheat mode

The Gamer guide to Ishar

Ishar – Legend of the Fortress has just been rehashed and re-released on the A1200, so all you new computer owners can thank David Wing from Nottingham who sent in this solution...

Listen to the wind when you arrive and look around carefully. When you see a man, walk towards him. If you talk to him he will tell you about the good pub guide. He can be enrolled in your team, but he is a traitor, so take his gold and place him in the front row.

Now travel NE and near a pool you will find a young maiden called Kiriela, who will prove an asset to the team, so enlist help and place her in the second row having prepared a fireball rune.

You can now take a trip to Angarann where there are some wandering Orcs for you to gain some experience on and get paid for doing it. You should also visit Akeer who will give you a clue. Travel to the pub and get drunk.

While in this state enrol a fellow warrior called Kirian. When sober, assess your weapons and buy accordingly. Remembering that it takes 1,000 coins to save your adventure!

Now head S and you will come to a house with a large amount of gold. You can take the gold because it's free. Take the bridge to Lotharia, where in one of the pubs you will find the Unknown who can be taught the lightning spell; you will need it later on.

Travel S and you will come to what looks like a bridge guarded by a barbarian. It is, in fact, Lake City, so kill him, gain your reward, eat and rest in the pubs. Targhan and Fhironn can be enrolled if need be. Remember to take their gold.

Head S once more to cross the bridge and then turn S to find the lizard's house and the gold in the bushes. From here, head E to Rhudgast and when you reach the border turn N.

Travel around a bush-type maze and you will encounter the White Knight. Be warned – he will take some killing. The fireballs and lightning are useful here. When you have fried him, take his helmet as it will allow you to detect the Predator later.

If you look around there is another bag of gold hidden in the bushes. Go S from here and you will come across the spirit of Azalghorm, who will tell you about three quests. If you follow the river S you will find a pedestal with a Runic Tablet on it – take this and it will offer some sort of protection later on.

From here head E, put on the white knights' helmet and enter Fimnuirh Forest.

Find the Predator, kill and take the fire rings from him. At this point in the game it may be a good idea to go back to Lotharia to rest and see what you can learn.

Head back to where you killed the white knight, travel E until you reach the river then head N. Eventually you'll find some dwarves who are looking for a fight. Take their gold when you have killed them. If you side step into the woods, in the distance you will see the entrance to the Dungeon of Rhudgast Forest.

In here are four keys, two lots of food, three throwing knives, a flask for mixing potions, a flask of oil, two treasure chests full of gold and a runic tablet.

In here is also a very powerful giant, who is blocking the way to the flask room. It's best to blast him with everything you've got and then go back to Lotharia to recharge your physic energy. The skeletons in the dungeon regenerate, so kill them and collect as fast as you can.

Go N to the river and travel E to the bridge, kill the dwarves and then cross the bridge. Head E to the next river and then N to the next bridge. This is guarded by a large minotaur, so have plenty of physic energy ready. There is a bag of gold lying around and also a dwarf who will offer to join you.

Going N from this bridge is a merchant who will sell you a potion for 5,000 gold coins. After trading it is a good idea to recharge your energies before crossing the bridge because there are a lot of barbarians hanging around and also a giant called Gato who guards a tortoise, which will be traded with another merchant for a useful potion later on.

Cross the bridge and head S to the large city of Urshurak, which is full of orcs, shops, spell learning and best of all, plenty of good pubs. Search and listen well.

West of Urshurak is kandomir where Jon the Alchemist lives. If you're intelligent enough you'll be able to read a scroll that will tell you about the potions you can make from the supplies that can be found and bought in the shops.

It is now time to travel to Halindor which is north east of Urshurak, where you learn that Erwin's daughter has been kidnapped and is held in Elwingil.

You will rescue her, but be warned – one of your party will fall in love with her and you will need to have prepared a "dis-



rupt charm" before you take her back to Erwin's house. If you are successful, Erwin will give you a key to Valathar Dungeon.

In Zendoria there is a merchant who requires Turtle. It will be used for the pig transformation potion. In Baldaron there is a rock containing a magic sword. If you cannot pull it out, kill a few more baddies and try again.

On the way to and from Elwingil are two fireball- throwing wizards for which you will need to distribute the fire rings from the predator.

In Gilaras there is another runic tablet which you can collect, but before you do, you had better have a cure blindness potion because as soon as you step over the border you will be struck blind.

North of Halindor is the forbidden house which contains another runic tablet, although Brain Wash potion for all the party will be needed.

In Elwingil, the orcs regenerate every time you enter, so take your time, go in and out, collect a lot of money and rest in the pubs (ahh, such is life – Ed).

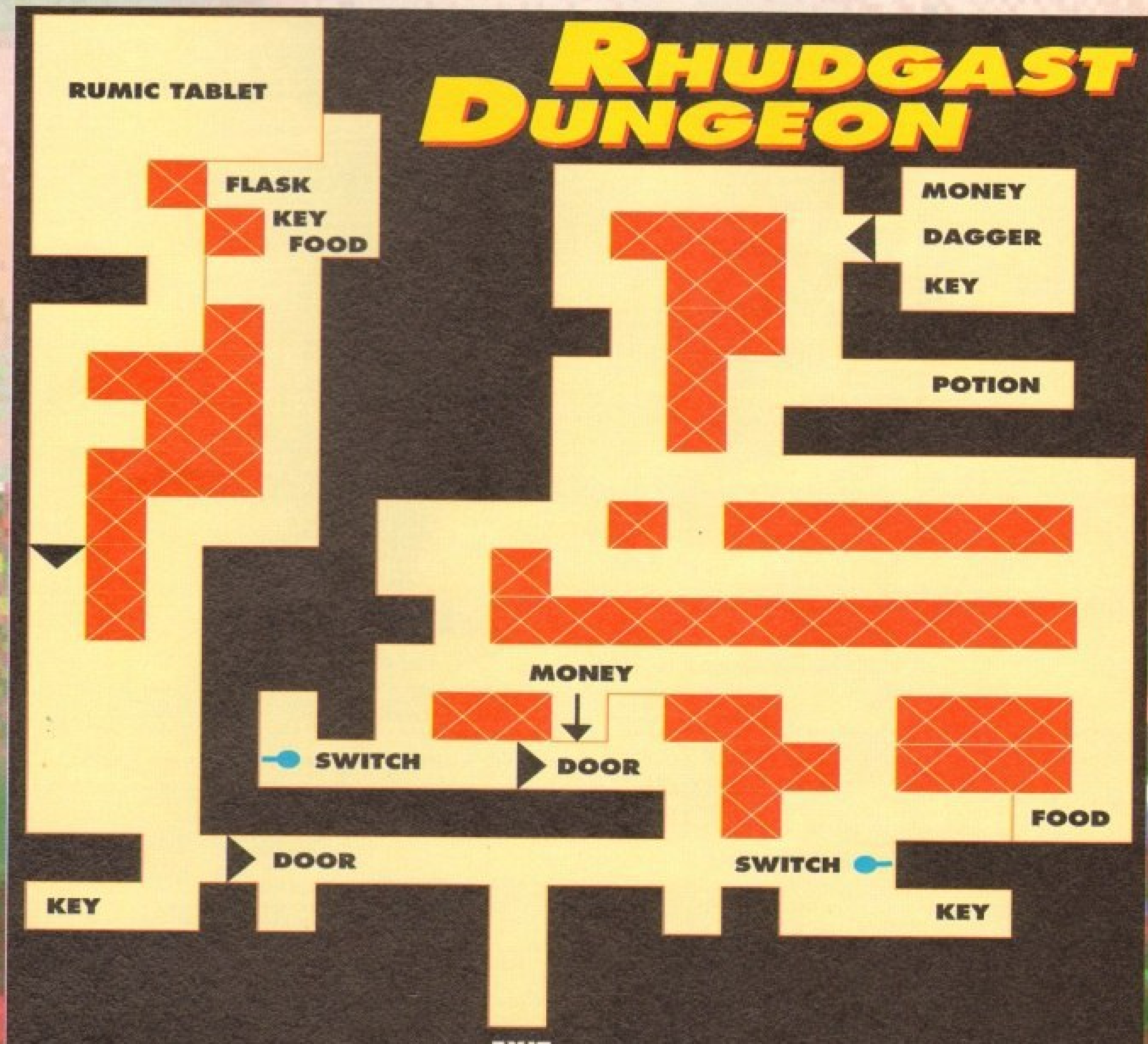
When you have gained enough skills, leave Elwingil and head for Halindor then head E. In some birch trees you will find a transporter. Take the transporter and it will take you over the river into another Elwingil. Do not be confused – keep heading E and you will come to Fhulbrod Forest.

It is here you will find a trader who will give you something for free. If you enter the forest and try to find a clearing you will be attacked by dwarves, then you'll find a pig.

This is really Morgula, a witch who was transformed, so now you know why you want a "pig transformation" potion. The witch has the much needed anti-krogh spell. She has a very low constitution so give her plenty of food. It is a now a good idea to travel to a city to strengthen her as much as possible for the task ahead.

That's the first part of Ishar completed, but be sure to tune in again next month where we will guide you through the last stage.





Gamesplayers take note!

Can you complete games in less than a nano–second? Are you a computer games God? Well, if you answered yes to these questions then why not write to us chaps at Gamer, so we can share your supreme intellect with all those other hapless gamers?

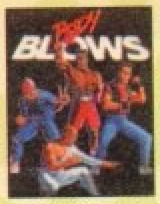
If your solution is used in the mag we will quite happily send you some software, but better than that you will receive a highly limited edition Gamer badge to impress your friends and family with. We will accept the solutions sent in any media, such as computer printouts or even the actual text file on a disk. If possible a couple of maps would also be immensely helpful, but make sure we can make sense of them.

Write to us and together we'll making the gaming world and happier and more peaceful place. Send your stuff to:

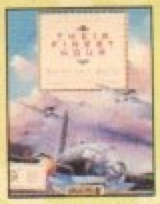
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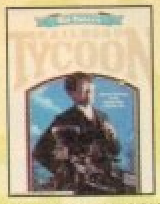

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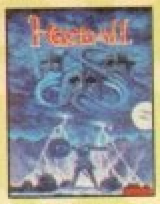

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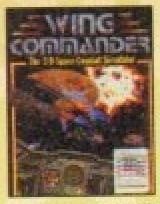

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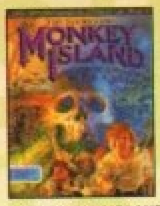

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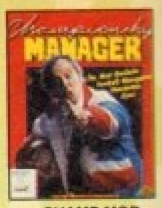

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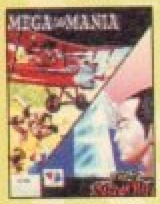

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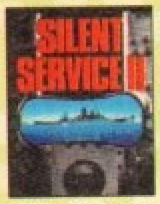

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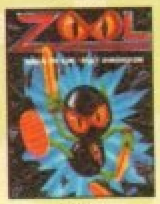

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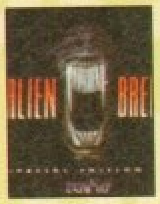

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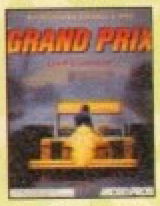

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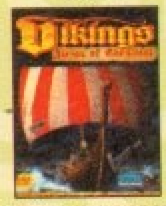

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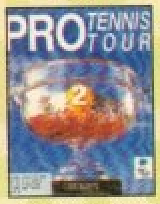

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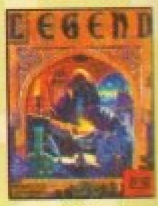

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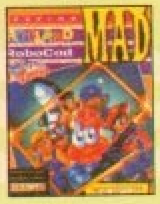

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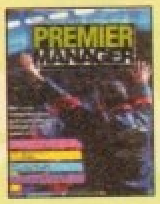

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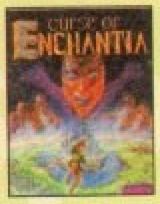

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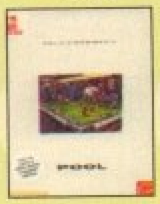

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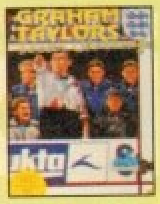

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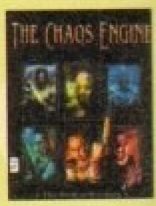

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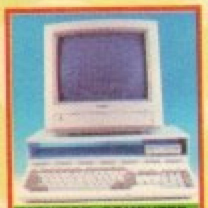
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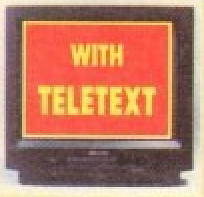


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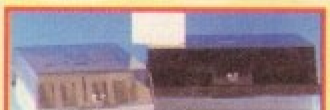
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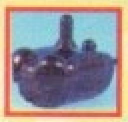
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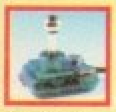




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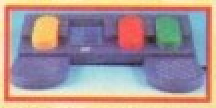
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Trees

One of the more significant uses of ARexx – derived from its parent language Rexx – is the ability to extend the system's command language to create custom commands.

Now, you may think that writing your own commands for file management is too difficult, but remember that ARexx can already use the existing AmigaDOS commands.

This combination of AmigaDOS and ARexx allows you to create your own custom utilities to do exactly what you want, when your existing utilities do not quite make it.

Our example this issue deals with the management of directory trees. This is not a critical issue when you are using a system without a hard disk drive, but it becomes increasingly important as hard disks get larger.

The kind of jobs that we are most likely to encounter include the locating, searching and identifying of files. I recently used a script similar to the one presented here for extracting information from several CD-ROMs.

Our program uses the standard AmigaDOS command "list", along with an ARexx program that checks all the subdirectories in the given directory; it returns the total size of the directory, including subdirectories. As far as I know there is no AmigaDOS command that can do this useful job.

In order to be able to traverse (scan) an arbitrary directory tree to its full "depth" and check for all subdirectories, it is necessary to use the programming technique known as recursion.

Recursion is a method of programming, where functions can keep calling themselves until a specified condition is met. It is useful when exploring structures (like lists and trees) whose size is not known beforehand. We had a brief look at ARexx and recursion in the April issue.

If you are familiar with a language like C, Pascal or Logo, you will already know about recursion. But if you are coming from classical Basic, where only iteration is used, the concept may at first seem a little foreign.

However, recursion is arguably the single most useful computing technique, and it is now being supported by sev-

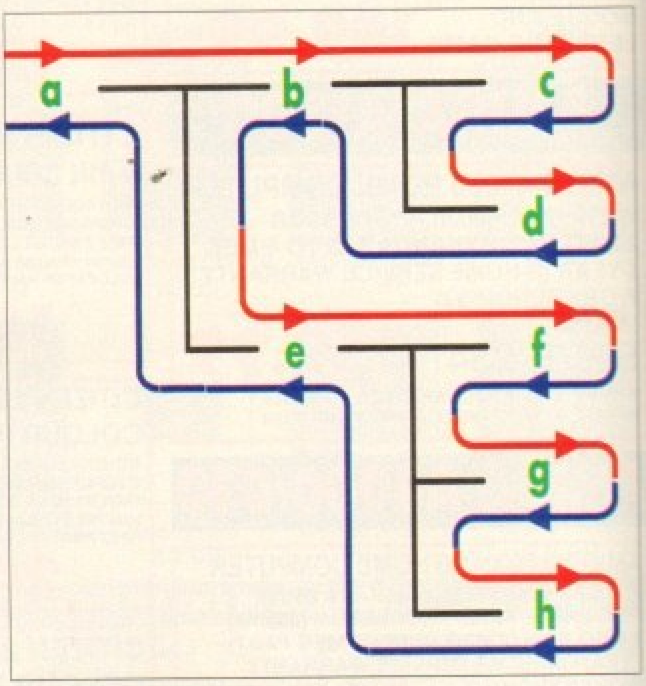


Diagram I: Example recursion tree

The program

Read through and run our program, treesize.rexx, on the CoverDisk. There are a few things to bear in mind:

Our main program calls a second ARexx program(macro) called file_total.rexx. This macro finds the size of each individual directory and can be used on its own, eg:

```
rx "say file_total('libs:')
```

You should copy it to your rexx: directory. Make sure that there is a valid assignment for rexx:. Also make sure that the rexxsupport library is available. The following two lines should be somewhere in your startup:

```
rxlib rexxsupport.library 0 -30 0
assign rexx: sys:rexx
```

Now the main program. First the command line is checked to make sure that the specified directory is legal. If no directory is specified, the program assumes we want the current directory. Pragma() gives us its name.

I have also added a quiet option, which only prints out the total size, instead of printing the complete subdirectory structure. This is a bit of a last minute add-on, but that is the charm of ARexx – it can be as elegant, or as "quick and dirty" as you want.

After all the initial stuff, we call our treesize function. Before it descends to the next level, the function performs the following actions: It prints the name of its current level and then generates a list of all its subdirectories. If there are none, it just gets the sizes of the files at that level, and returns.

If there are subdirectories, it enters a loop, where it processes each one in turn. The names of the directories are placed in a list (subdirs) which is processed by the expression:

```
PARSE VAR subdirs newdir subdirs
```

You can see that this expression uses a form of recursion! Each subdirectory from the list is then passed to the function. Also, every time the function is called, a bit of extra tab space is added, to make for prettier printouts.

Every time the function returns, the size of the subdirectory is added to the total until there are no more. Then the size of any files at the current level is also added to the total and the loop is exited.

Then the total is printed and the function exits. Simple but very powerful. The Basename() function simply extracts the name we want to print from the full pathname, and highlights it.

Finally, a few words about the file_total macro. All that it does is direct the output of the "list" to a temporary file. This file is then read and all the numbers are added up. That's all there is to it!

The only peculiar thing about it is that we reverse each line before we parse it. This ensures that very long filenames, or names with blanks in them will not upset our parsing. It's weird but it works very well.

eral modern Basics, including Amos. ARexx provides a quite a good platform from which to learn about it.

To get the basic idea have a look at the example tree in Diagram I. Here is a simplified model of a function that traverses such a tree recursively:

```
TRAVERSE( a_directory )
 Do ACTIONS BEFORE next level
 LOOP WHILE there are more subdirectories
   TRAVERSE( next_subdirectory )
   END of LOOP
 Do ACTIONS AFTER returning
RETURN TO PREVIOUS LEVEL
```

Notice that when the function calls itself, any effects of the "Actions Before" (including the values of any variables) are preserved, and are not affected by the actions at the next level down; once the function returns from that level, it can carry on working where it had "left off", so to speak.

The trade-off for this convenience is the size of the memory required. If you are traversing a tree with many levels, you can leave quite a backlog behind you, and it all has to be kept in memory until you return to deal with it.

Now let's look at our example tree in Diagram 1 again. Suppose that we traverse it, printing the name of each level as soon as we enter it (ie as part of the "Actions Before" in our pseudo code).

Then, predictably the directory names will be printed in the following order: **a b c d e f g h** . On the other hand if the name was printed as part of the "Actions After", the order would be: **c d b f g h e a** . Follow the arrows on Diagram I, and you will see that this is so.

If the name was printed both "before" and "after" dealing with the next level down, the sequence would look like this: **a b c c d d b e f g g h h e a** , or to look at it more graphically, by adding the appropriate spaces:

```
a                 a
 b     b e       e
  cc dd   ff gg hh
```

You can see that what happens is a series of descents and ascents into the tree branches which make a sort of "bracketing" effect.



This property is exploited to good effect by our example program. The name of the directories are written on entry, but the size is only written when all the sublevels have been checked and counted!

and branches

Alex Gian continues his look at the subtleties of the ARexx language, concentrating on customisation

```
/*    ***  treesize.rexx  ***      *
 * A program to find the size of all the  *
 * subdirectories of a directory tree   *
 * recursively; May be adapted to perform *
 * various operations on the tree.      */

ARG dirname opts .
IF dirname = '' THEN dirname = Pragma('DIR')
IF ~Exists(dirname) THEN DO
  SAY "ERROR in treesize.rexx",
    "- Directory does not exist"
    EXIT 10
  END
s = Treesize(dirname,'',opts)
IF opts = 'QUIET'
THEN SAY 'Total size of files in tree' dirname
'=' s
EXIT 0

/* Procedure that searches the tree recursively;
  takes the current directory level, a "tab",
  and a printing flag as arguments */
Treesize: PROCEDURE
  PARSE ARG level, tab, qu
  IF qu ~= 'QUIET' THEN SAY tab Basename(level)
  IF Right(level,1) ~= ':' THEN level = level ||
'/'
  subdirs = Showdir(level,'DIR')
  tot = 0
  DO FOREVER WHILE subdirs ~= ''
    PARSE VAR subdirs newdir subdirs
    newdir = level || newdir
 /* =- At this point we go to next level  */
    size = Treesize(newdir,tab '  ',qu)
 /* =- Procedure returns to this point   */
    tot = size + tot
    END
  size = file_total(level)
  tot = tot + size
  level = Basename(level)
  IF size ~= 0 THEN IF qu ~= 'QUIET'
   THEN SAY tab 'Size of files in' level 'is'
size
  IF qu ~= 'QUIET'
  THEN SAY tab 'Total size of files in' level
'is' tot
  RETURN tot

/* Basename(level)   get and highlight the level
name from a full filespec */
Basename: PROCEDURE
  fullname = strip(Arg(1),'T','/')
  slash = lastpos('/',fullname)
  IF slash = 0
  THEN DO
   PARSE VAR fullname dev':'dir
   IF dir = '' THEN base = fullname
   ELSE base = dir
   END
  ELSE PARSE VAR fullname +slash base
  RETURN '9b'x||'33m'||base||'9b'x||'0m'
```

Listing of treesize.rexx

```
/*   >>> file_total.rexx <<<   *
 * Get the sum of the sizes of the *
 * files in a directory using the  *
 * AmigaDOS "list" command.      */

IF ~Exists(Arg(1)) THEN DO
  SAY "ERROR in file_total.rexx",
    "- Directory does not exist"
    RETURN 0
  END
dirname = '22'x || Arg(1) || '22'x

/* Temporary store for "list" */
store = 'T:MY_VERY_UNIQUE_TEMPORARY_FILE'

doscom = 'list >'store dirname 'files
nohead'
ADDRESS COMMAND doscom
succ = Open(file,store,'r')
total = 0
DO FOREVER WHILE ~Eof(file)
 line = Reverse(Readln(file))
 /* the following line assumes the stan-
dard
 "list" command. It is "safer" to read
the
 string backwards, as this allows for all
 filename possibilities */
 PARSE VAR line time date flags size name
 /* filter out non numbers */
 IF ~Datatype(size,'Num') THEN size = 0
 total = total + reverse(size)
END

/* The following two lines are only need-
ed for
  "correctness", and may slow down the
program;
  if used, "delete" should be resident.
*/
/* succ = Close(file)       */
/* ADDRESS COMMAND 'delete' store */

RETURN total
```

Listing of file_total.rexx

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Bars, pipes and pictures

Paul Austin offers a cure for the audio-video blues as Media Madness comes under the microscope



Although Media Madness has already had a brief mention in *AC's* four-page Bars & Pipes Pro 2 special in June, it still warrants closer attention especially for the videophile who wants a silky smooth combination of Midi, video and assorted multimedia elements – whether they be hardware or software.

For those who missed the June issue, Media Madness – as you may have guessed – is an element within the overall B&PPro2 environment, offering the unique ability to control multimedia events via Midi information.

As you're no doubt aware, B&PPro2 is primarily a Midi sequencing package which in normal circumstances would be much more at home within the Insight music column.

However with the addition of Media Madness the horizons of Midi – and sequencing in general – have been broadened by an almost infinite degree.

Like any self-respecting sequencer, B&PPro2 and in turn Media Madness are strictly Midi-literate and as a result take their instructions solely from Midi information already present on the track or played live.

Just like normal Midi music, multimedia events can also be interpreted in real-time and as a result images, anims and even hardware control can be fired-up and recorded in real-time.

In the case of normal Midi data, the information is simply read by the sequencer and assigned to as specific channel, which then emerges as a voice whether it be from a synth or sound module.

The clever part about Media Madness is that it follows exactly the same principle as the main sequencer but rather than assigning tone and pitch to note data it applies a multimedia event.

This is achieved by using a Hit List which simply appends a specific event to any one of the 128 notes available within each Media Madness track. This is done by opening the specific Media Madness tool and then simply defining the event which will occur whenever that note is encountered during playback or recording.

Better still, the Midi information used by Media Madness isn't restricted to simple Midi-on/Midi-off information, and nowhere is this better illustrated than within the Last Slide Show – otherwise known as an IFF picture view.

Aside from simply displaying the image on request, any pitch bend or modulation on the note also affects the image with fading and colour cycling being added live or edited in later via the program's graphic note editor.

Most of the tools listed in the box on this page – with the exception of Scala – don't require any specific software. However for hardware the situation is completely reversed with a number of tools dedicated entirely to specific bits of equipment. On the genlock side tools are provided for both the SuperGen 2000 and GVP's G-Lock. Continuing in a GVP-friendly vein, support has also been included for the IV24 – with a tool designed specifically for the board's PIP option allowing automated freeze frame control from inside the sequencer.

Better still, even more video-esque tools allow access to the MediaPhile Desktop Video System, the Panasonic Optical Laser Disk Player, The Video Toaster and lastly the SunRize 12 and 16-bit sampling boards.

When all of the above is added to the incredible power and flexibility of the B&PPro2 sequencing environment you end up with arguable the best multimedia control system on the market.

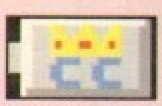
If you have a yearning to add Midi to you creations and boast a system that can take advantage of what the new B&PPro2 can provide, even the £299 asking price seems cheap. For more information on B&PPro2 and Media Madness contact Meridian Software Distribution on 081-543 3500.

Those soft tools...



For the average Amiga videophile animation, soft tools are one of the most important elements of any production. As a result ANIMal – alias the anim tool – is well blessed with options including preloading, playback and remove.

Each can be appended to the note of you choice allowing completely automated anim handling – all perfectly synced to a Midi backing track.



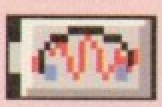
As for statics, all the essentials have already been mentioned with basic set-up following the same format of opening the requester and assigning the image to the note in question.



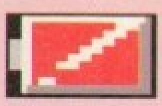
With the wide variety of options on hand, manual addition and editing of every event would be a real pain. As a result the Punch Bag tool has been included offering a live recording and testing device which sits on the input to the track ready to instantly translate live input from the keyboard into the multimedia event of your choice.



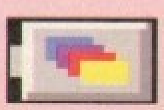
On a technical note comes the Command Performance tool allowing the software to control other software or hardware via ARexx or text strings.



Next on the techie list comes the MM Recorder which provides an alternative method of recording files that can then be used in conjunction with the stand-alone Media Madness Player. Although useful – according to the manual – the same effect can be produced by simply using the record option within the interface. Strange but apparently handy on occasion.

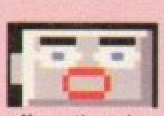


Although samples are supported within the main sequencer the SamplePhone offers the unique opportunity to assign a different 8-bit sample to every one of the 128 available notes. As a result a potential production could boast animation with synchronised samples plus of course a Midi sound track.



In a rare show of comradeship, Blue Ribbon have teamed up with Scala to produce a link which allows B&PPro2 and in turn Media Madness to control Scala by assigning the loading and playback of pre-defined Scala scripts.

This tool above all others shows the one downfall of the Media Madness environment, namely the huge demand on system resources required to run the software. In order to operate the Scala and B&PPro2 combination effectively you'd require at least 6Mb of RAM housed inside an 030 or better.



Last and most definitely least comes Yak – a tool that like it or not offers the chance to employ the cheesy talents of the Amiga's internal speech to add that certain something to your production. Funny rather than particularly functional is probably the best description!

Type casting

Margaret Stanger looks at typeface handling and shows how to make it even quicker

Letters of all shapes and sizes can be displayed on the Amiga, either by using the Amiga library routines and stored data, or by using low level graphics facilities.

The program on the CoverDisk uses both techniques, and also demonstrates Intuition GADGETUP, GADGETDOWN and MENUPICK events.

Each gadget is part of a linked list, and contains pointers to its own IntuiText structure for its text, and Border structures for its border data.

The address of the gadget just pressed or released can be taken from the IntuiMessage structure directly, and used in the event handler. Each menu structure normally forms part of a linked list of menus, each contains a pointer to a linked list of menuitems, which in turn may contain pointers to a linked list of subitems.

The menus are attached to the window with a SetMenuStrip() command. The MENUPICK event needs further interpretation by the program. The first menu address and the code are input into the ItemAdress() command to generate the address needed for the event handler.

The source code file, gadgets.c, contains the details of each menu and gadget structure used in the demonstration program, and also their event handler.

Letters to be displayed on-screen are stored as a text string in Ascii format, with a code corresponding to each letter or character; code 32 for a space, 48 for number 0, 65 for letter A, and so on, all the way up to code 127.

In Amiga memory there is a font that contains a dot pattern for all these codes, and information about their height and width. The Text() routine would look at the first code in the string (say 65), and copy the corresponding dot pattern (A) on to the screen.

The dot patterns can be displayed normally, or with the double dots (bold), the baseline drawn (underline), the letters slanting (italic) or any combination of these styles. The command SetSoftStyle(RastPort,styleflags,enable) changes the current style, the flags are listed in the appropriate header file from the "include" directories.

The default font, Topaz 8, is stored in ROM. Topaz is the name of the basic shape of the letters, and their height is eight pixels above the baseline. The other ROM font is Topaz 9. To get a pointer to the Topaz 9 font, we initialise a data structure, with its text attributes.

FONT SUB-DIRECTORY

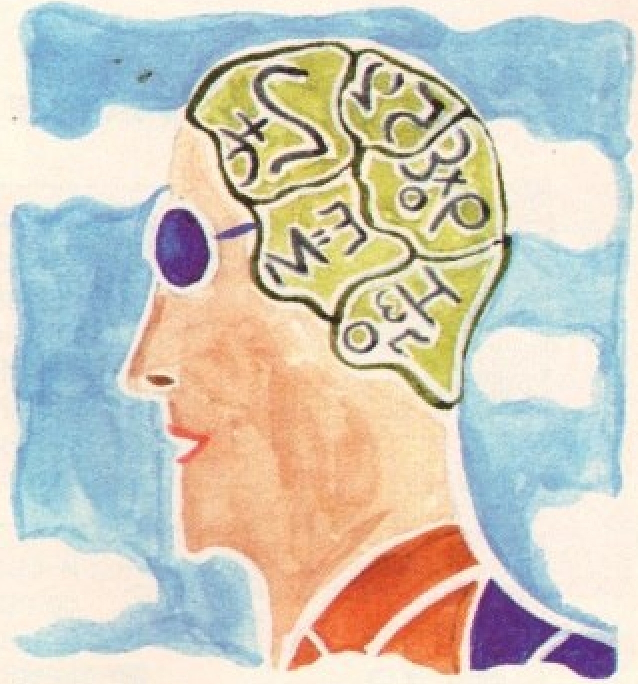
The OpenFont() command returns a pointer to a font with the right name and the nearest size, if it is available. The SetFont(RastPort,FontPtr) command will set the RastPort font pointer to the chosen font. In addition to the ROM fonts there are several fonts stored in the fonts directory on the WorkBench disk.

Each font has a header with the font name and sizes available, and a subdirectory with the dot pattern details for each size. For the garnet font, fonts/garnet.font is the header, fonts/garnet/9 and fonts/garnet/16 details of the respective sized fonts.

To obtain a pointer to one of these fonts, the command OpenDiskFont(TextAttr) is used in a similar way to the command OpenFont for a font stored in ROM. The font can be set, and the style changed as for a ROM font.

The OpenDiskFont command is in the DiskFont Library, which is usually in the libs directory of the system disk. This library has to be opened before either of its commands (OpenDiskFont and AvailFonts) can be used.

Unfortunately the text routines can be a little slow. They are ideal in a wordprocessor or art program, but too slow for a games scoreboard. When speed is important it is better to make use of low-level graphics routines.



The chosen letters can be defined creatively on a DPaint screen, saved as an IFF file, read by the program on to a bitmap in memory, and copied to the screen bitmap with the BltBitMap() command. The BltBitMap() command copies a rectangle from a source bitmap to a destination bitmap.

It is necessary to specify the source and destination bitmap addresses, the pixel position of the source and destination rectangles in their respective bitmaps, the size of the rectangle in pixels, the minterm or logic function, the combination of planes to be transferred and the buffer used to hold information if source and destination overlap.

The value of the minterm variable defines the way each source data bit is copied to the destination at a pixel position on a bitplane. Minterm 128 copies the source bit only when the position already contains a destination bit. Minterm 64 only copies the source bit only when there is no corresponding bit in the destination. Minterm 32 retains the destination bit only when there is no source bit in the position. Minterm 16 only puts a bit in the destination where there is no bit in either source or destination.

Some of these values can be combined to make further minterm values. Minterm 192 copies the source contents directly into the destination. Minterm 48 copies the inverse of the source straight into the destination.

Minterm 96 outputs the source bit where there is no destination bit, the destination bit where there is no corresponding source bit – useful for putting an image on a background after first creating a hole of the correct shape by copying using a minterm with a value of 32.

The four-bitplane picture has letters defined in colour 15 – this means that each bit plane contains exactly the same image. In this case, the values used for the combination of planes corresponds to the logical colour number.

A minterm of 192 and a planes value of 1 must be used to copy a letter using logical colour 1. To superimpose a colour 3 letter on a background, first copy with minterm 32 and planes 15, then copy with minterm 96 and planes value 3.

On the CoverDisk...

The program on the CoverDisk (letters) demonstrates text fonts and styles. There are three source files – letters.c with the main program, gadgets.c with the data for the gadgets and menu items, and iffread.c which contains a routine to read an IFF picture from disk on to the screen.

The source files are compiled separately, and their object code linked together with the Blink utility using the file letters.lnk.

After the main libraries are opened, the program looks for the diskfont library, and exits with a message if the diskfont library fails to open (this can happen if the file df0:libs/diskfont.library is absent).

Triple play spectacular

Paul Austin investigates a revolutionary Midi interface that could finally make the Amiga a studio standard



Although the Amiga is on a real musical high it's still suffering something of a credibility gap in pro circles. This has been due in part the head start enjoyed by the ST but also some of the power options the Amiga has overlooked in the past.

Fortunately Blue Ribbon have spotted the gap and taken the long-anticipated step to close it with the release of Bars & Pipes Pro2 and now Triple Play Plus – a 48-channel Midi interface that could add the final nail to the lid of the ailing ST coffin.

As far as plug-in bits of plastic are concerned the new Triple Play Plus doesn't exactly leave you gasping for breath – at least not on an aesthetic level. However beneath the bland exterior lurks real innovation.

On the face of it this unassuming black box simply provides the usual selection of three Midi-outs, one Midi-in and a singular Thru-port all connected to the machine via a generous length of cable.

MIDI SWITCHING

If used with packages other than those in the Blue Ribbon stable, the unit's humble appearance is reflected in its performance – operating pretty much along the lines of a bog-standard 16-channel interface with the only real difference being the ability to switch between the three available Midi-outs via a small software utility.

However, when our anonymous-looking peripheral is employed in concert with elements from the Blue Ribbon range, the humble black box takes on a whole new persona. Gone are the constraints of the standard Midi environment, to be replaced by an amazing 48 channels all eager for simultaneous application.

By selecting one of three outputs – courtesy of add-on tools – the relative data is sent to the chosen Midi-out on the rear of older elements in the Blue Ribbon range.

For the vast majority, Triple Play will be destined for Bars&Pipes Pro in any one of its various forms. However, even ageing members of the Blue Ribbon user base aren't ignored courtesy of dedicated tools designed specifically for the original Bars&Pipes program.

Fortunately all the necessary drivers and tool variations come as standard with the Triple Play support disk. As a result potential upgraders shouldn't be left stranded – if and when they decide to invest.

In the case of both Bars&Pipes Pro and its predecessor, installation is a simple matter of copying the appropriate tools from the support disk and installing them just like any other in your collection.

The only real difference is that the original Midi-out tool must be removed to make room for the first of the three Triple Play outputs.

Fortunately Blue Ribbon have been careful while designing the new tools and as a result once installed the program uses TriplePlay-1 tool as a generic replacement for the default Midi-out on boot-up.

Thankfully this stretches to existing songs that have been written using the old the interface. As a result, set-up is a simple matter of plugging in the interface, adding the hardware of your choice and copying the appropriate driver or tool to your sequencing software.

Obviously a proprietary combination of hardware and software is great for designers and suppliers but not always good news for we punters. However in this case I must admit to being pleasantly surprised as Blue Ribbon have succeeded in providing compatibility with not only the new, but also the 16-channel format. Fortunately the software automatically updates the song to reflect the changes within the new environment – again replacing Midi-out with TriplePlay-1 – thereby avoiding a tedious trek through the track list applying the new tools.

With the recent upgrade to SuperJam1.1, it's not a total surprise to find Triple Play support in the form of a special Triple Play "paccess" which can be dropped into the SuperJam accessories drawer and subsequently loaded into the SuperJam environment when required.

OUTPUT SWITCHER

However due to SuperJam's limited number of performers Blue Ribbon have side stepped the 48-channel option offered within the Bars & Pipes range and opted for a SuperJam replica of the Triple Play output switcher provided for other sequencers.

Just like its Workbench counterpart, the SuperJam accessory simply toggles between the three available Midi outs. Although a thoughtful, add-on SuperJam support isn't exactly a strong selling point, which further confirms the unit's appeal to the professional rather than the amateur market.

Obviously with an asking price that hovers ominously close to £170, the Triple Play may be a little rich for the blood of most enthusiasts. However if you take your Midi seriously – or more to the point professionally – it's a relatively small price to pay for the added flexibility on offer.

For those lucky enough to be heavily burdened with assorted drum machines and sound sources all sharing the same channel presets, it offers a beautifully simple method of combining them all on the same channel while avoiding the inevitable clashing experienced on a standard 16-channel systems.

The One Stop connection

Regulars may remember last month's feature on yet another release from those industrious souls at Blue Ribbon, namely The One Stop Music Shop.

Although fully explained in the last issue, it's worth mentioning that when used in conjunction with Triple Play, the available Midi channels are boosted even further.

When the hardware and associated software are added to the overall Bars&Pipes environment, the available Midi options expand even further with full access to the Emu-Proteus within One Stop in addition to the 48 channels on offer from the Triple Play.

And of course, if money is no object you could always add the talents of either the 16 or 12-bit SunRize direct-to-disk samplers – both of which are supported by B&PPro2 as standard.

If you want more information on the Triple Play or in fact any element in the Blue Ribbon range you can contact the newly established UK Blue Ribbon technical support line on 081-332 6959.

If you've heard enough, and simply can't wait to invest your £169.95 on the Triple Play Plus, contact Meridian Software Distribution on: 081-543 3500.

Glorious MUD

Phil South looks at the exciting, international world of multi-user games

Once upon a time there was a magical kingdom, populated by people who lived for adventure. These people lived ordinary lives during the day but at night they became wizards, fighters and monsters, trekking through uncharted territory, meeting interesting people from all walks of life... and killing them.

These people I've mentioned aren't homicdal maniacs, they're just ordinary Joes like you or I. But they do use their modems to join others in computer-driven multi-user games, games that bite back because the opponents aren't simulated artificial intelligences, they're real thinking, breathing humans. And like humans, if they don't like you you'd better watch your ass.

Multi-user games used to be called multi-user dungeons, after the first such game which had that name. MUD was written by Richard Bartle and was launched by BT in the mid-80s. Eventually, much like Micronet later, the service was run down and disappeared.

The game then went over to the US where it went crazy under the name of British Legends. The creator of the program continued development to the degree that now we have MUD 2, but more of that in a moment.

In a time well before the word, let alone the concept, of cyberspace became a fashionable thing to talk about, real people lived an electronic life in addition to their real one.

Late lamented Micronet

BT were the first to really do something about this in the UK. First MUD, then Shades on the late lamented Micronet, closely followed by many others, half as good and a third as short-lived.

Then an allied stream of games turned up – online ones, which although not necessarily featuring multiple users, did enjoin users to use them online.

Such games only have limited popularity in the UK – unless the call is local you can only really play for a very short time, unlike in the USA where local calls are free and online/multi-user games run riot over the Net.

Now in the 90s we have a lot of more sophisticated games on computers, and multi-user games have had to be more sophisticated to keep up.

One system in the UK which exemplifies this approach is Online. The system operates via the Tymnet and Dialplus networks across Europe, enabling users all over the EC to dial it up via a local phone call. Costs are just £2 per hour network charges, plus Online's charges which are £2 per hour for non-members or £10 a month all-in if you subscribe to the system.

If you're in the London area it's a local call and you don't pay the network so that works out at about 86p per hour instead of the £2 you'd pay if say you called from Europe or other far-flung places in the UK.

The games on the Online system are Air Warrior, a multi-user flight/combat simulator; Federation, a multi-user adult space fantasy; MUD 2, the sequel to the original MUD; and finally Internecine, a futuristic battling game run by Email. This is just like the play-by-mail RPG games, but being played by Email it runs that much faster.

It is is like a futuristic game show, much like Stephen King's The Running Man, where the contestants fight each other in an arena using all manner of weapons.

Although some of the games are text-based, most these days are graphic. Air Warrior is a graphic simulation of flying in an attack aircraft, and all the other players are seen as other aircraft.

Although Federation is a text-based trading game, originally written by Alan Lenton, it now has a graphic front end called FedTerm, so it's now more of a graphic role-player.

The games, especially the graphic ones, are specially designed to work despite the great distances involved. Air Warrior, for example, will work on a 1200 baud modem upwards, and has been carefully optimised to make sure that the action never stops despite the distance between you and the game.



This works in much the same way as games which operate in two-player/two-machine configurations over a serial null modem link.

As well as all the games, the Online system also has Forum, its own conference service and Email system. The PC and Amiga are served as far as graphic terminal programs and ways of playing the game are concerned, but of course you can log on with any machine provided you want to use text-only games and services.

And there's more...

CIX has its own online game run via the Internet, based on the Discworld novels by Terry Pratchett. Many other MUDs and MUGs are run on the Internet.

For example Lee Bohan (at least I think that's his name, bohanl@cs.aston.ac.uk is his Email address and he signs himself as Lee), told me in a recent Email message: "If you like multi-player games, but are sick of the delay of the ones in the USA, there is now one here at Aston, called Magic Moo.

"It can be accessed by telnet on dougal.aston.ac.uk port 7777, and although not the busiest in the world, is fun."

● *For more details about Online, call them on 081-558 6114.*



Air Warrior – one of a new breed of multi-user graphical games

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AMOS

A lot of attempts to tell you about Dual Playfields has been cropping up in recent magazine articles and books on the subject of Amos, and I thought it was about time we covered this subject in this column.

As far as the Amiga's display system is concerned, a dual playfield is where two screens are visible at the same time, overlaid one on the other, where one is clearly visible through the other.

This is a handy effect for what they call in the game reviewing business "parallax scrolling", like in the game Shadow of the Beast. There is an Amos demo which shows off this effect, called "Madness Week" by Syntex (get it from the Amos PD Library today!).

For good parallax scrolling – contrary to what you might read in other mags – you need to observe certain restrictions and keep your mind on what you want out of your scrolling screens.

If what you are looking for is high speed and pure hardware scrolling, unfortunately you have to figure out ways of making dual playfield work properly.

This is awkward because one of the playfields will always go haywire once you scroll the other one, just like some demos I've seen which supposedly show how it should be done. So this method is only recommended if you care to sit down and experiment with it for a few weeks...

Following this reasoning to its logical conclusion, slower dual playfield is better as long as you don't need a major turn of speed, or if you scroll single pixels very slowly.

The best way of doing this is to do an overlay from another screen using get and put block. The best parallax scrolling is where you are doing what we call "band parallax" where you're not overlaying.

Moving bitmaps

This is simply a case of setting your screen copies up for scrolling different bands on the screen, which is the simplest and fastest way to do it. You must keep the scrolling itself very simple, so whereas some demos only use half the vertical height of the screen, they scroll the entire screen.

The proper way to do it is only scroll the areas of the screen which have the bitmaps in them. This way you're not wasting processor time scrolling bits which aren't actually part of the action.

The best examples of this technique that I know of are to be found on the demo disk which comes with TOME 4. The first good example is the Velcro Grub game, where there are two bands of screen scrolling, although the effect is of parallax scrolling only – the bottom two are actually moving, but the effect is very clean and smooth. The other way of doing it is depicted in the Starblazer clone, also on the TOME disks. The beauty about that is that it's all done with simple screen copy commands, and because SCREEN COPY is so fast, you can do other things and not have it all slow down as soon as you move a sprite.

Bear in mind that you're probably going to compile it all anyway, so it'll go faster than it does when it's interpreted, ie being run by Amos, and keep it simple. If you're going to do parallax scrolling don't use a huge sprite, for example.

Apart from parallax effects, you can also do a number of other effects which require some form of transparency and two effects moving in sync, as shown in Listing I.

That should give you something to write home about. Yes sir, dual playfield mode is good for any time when you want to have two screens in motion on the screen at the same time, and obviously the best applications are going to be games and demos.

But I can see an application in video titling with a little bit of thought and imagination. Employ a bit of text scrolling and you can flip text around in two planes at once. Experiment with the possibilities, but always remember to keep it simple if you want to keep it smooth.



Flashy scrolling

Phil South looks at the Dual Playfield command in Amos and says "never use one field when two will do"

```
Screen Open 0,320,48,8,Lowres
Paper 0 : Pen 4 : Flash Off : Curs Off : Cls 0
Centre At(,0)+"Amos Almanac"
Centre At(,5)+"It's a gas!"
Wait Vbl : Screen Clone 2
Wait Vbl : Screen Clone 4
Screen Open 1,320,48,8,Lowres
Flash Off : Curs Off : Cls 0
Wait Vbl : Screen Clone 3
Wait Vbl : Screen Clone 5
Dual Playfield 0,1
Dual Playfield 2,3
Dual Playfield 4,5
Screen Display 2,,200,,
Screen Display 3,,200,,
Screen Display 4,,130,,
Screen Display 5,,130,,
Def Scroll 1,0,0 To 320,56,0,-1
Def Scroll 2,0,0 To 320,56,0,1
Def Scroll 3,0,20 To 320,34,0,-1
Def Scroll 4,0,20 To 320,34,0,1
Repeat
   Screen Copy 0,0,0,320,1 To 1,0,1
   Screen Copy 1,0,47,320,48 To 0,0,47
   Screen 0
   Wait Vbl
   Scroll 1
   Scroll 3
   Screen 1
   Scroll 2
   Scroll 4
Until False
```

Listing I

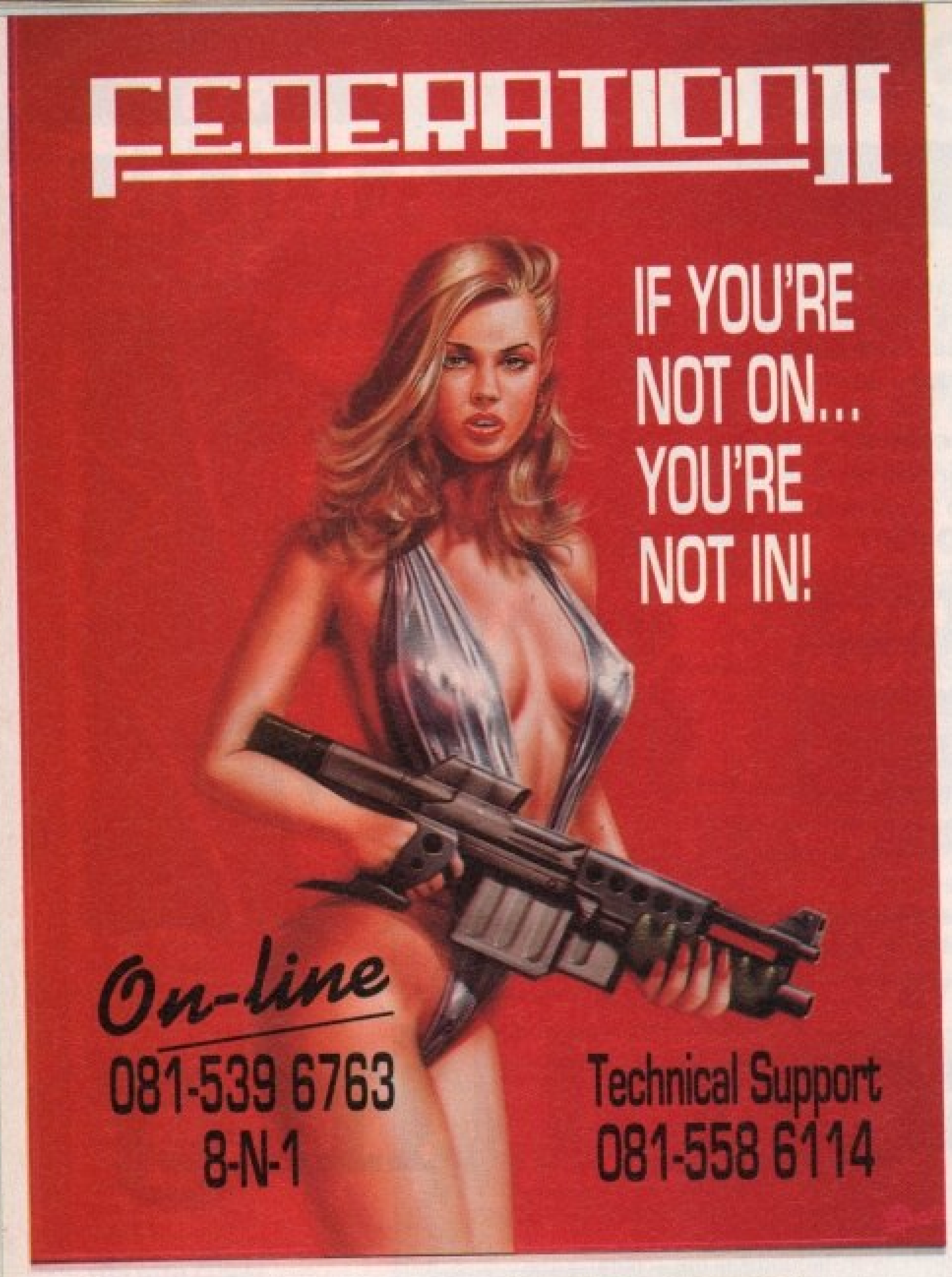
Write a program!

If you have any programs using dual playfield you'd like to show me then send them in on disk. The best ideas will receive a prize in the way of a special disk of Amos utils. Send your programs to:

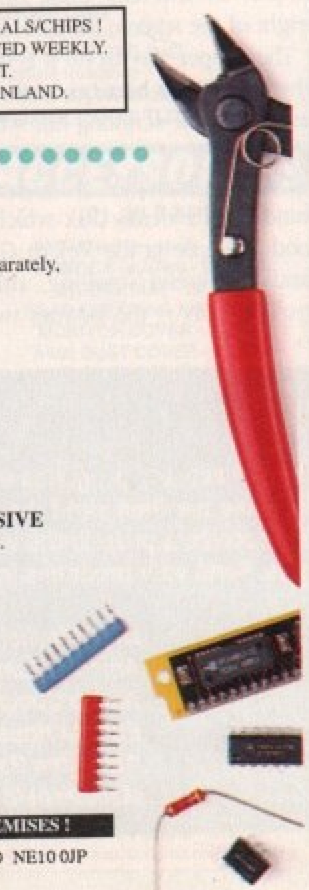
Dual Playfield compo,
Amos Column,
Amiga Computing,
Europa House,
Adlington Park,
Macclesfield SK10 4NP.

Phil South's book *Mastering Amiga Amos* has just undergone extensive revision and will be available in the shops in a few weeks.

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Keep posted

Ben Pointer on how to avoid embarassing bugs in your PostScript files

PostScript is a pleasure that many don't get a chance to experience because of the expense of buying the necessary hardware. The way around this is to use a software interpreter. One such program is the freely distributable Post.

The advantage of using a program like Post is you can take a PostScript file and check for errors that may cause the file to fail. These errors can prove expensive, especially when dealing with print shops.

If you hand them a PostScript file that has to be debugged, you are either goihg to have to pay for the time it takes them to do that, or take it home and do it yourself.

Essentially, a PostScript file is an Ascii file which, if you like, can be loaded into a text editor, from where you will suddenly realise that debugging a file in this manner is something best left until you become an expert.

Luckily, there is another way of reducing the risk of failure. In order to make sure there are no unexpected problems when the code from that file is interpreted, you can take a PostScript file from a program like ProPage and run it through Post.

A common problem, for example, is text that is part of a graphic – a caption perhaps – and at print time the font for that text isn't available. Another one is with graphics that you have loaded from your storage device, but the output device at the print shop can't find the graphics because it doesn't have access to your storage device. After creating a document in your DTP program you would save the pages as PostScript files. These can become large. Sizes of a megabyte are not uncommon, especially if fonts are included in the file, so PostScript files need to be saved to hard disk.



Once saved, you can check for errors. Troubles like files not being found and problem Encapsulated PostScript files (EPS) can be highlighted by Post.

Although with experience some problems can be spotted by glancing at the PostScript file, often glitches are hidden. EPS files, for example, can be a constant source of problems, especially when they originate from many different sources.

With Post it is possible to "run" your file and watch for where it fails. The program interprets and executes each command, eventually displaying a representation of the page. You need to pay close attention because once the file fails the page will be erased from the screen.

But before that you will have seen which images have been interpreted correctly, and hopefully part of the one that caused it to fail.

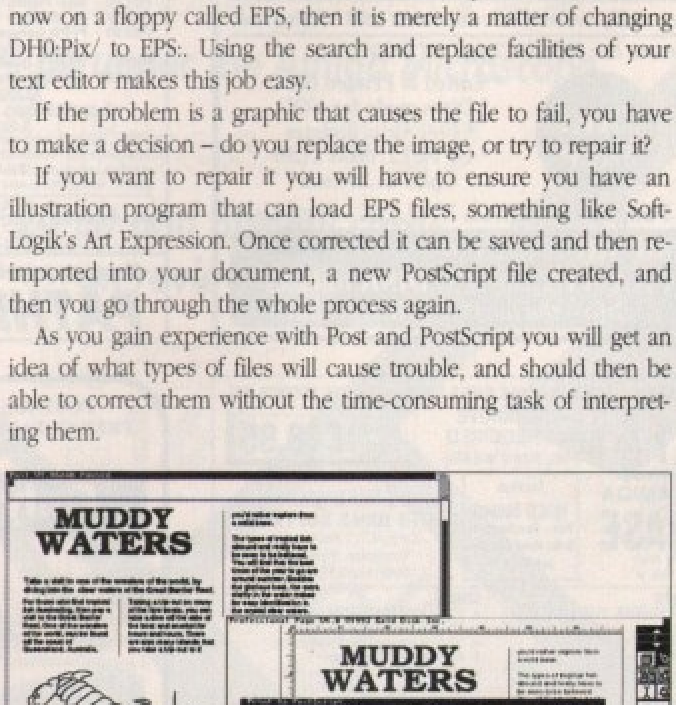
To correct this sort of problem you have a couple of options. When the interpreter can't find a font or graphic you can go through the code and look for the name of the missing file. Once found, the path to the file can be altered accordingly.

For instance, if the file was loaded from the path DH0:Pix/ but is now on a floppy called EPS, then it is merely a matter of changing DH0:Pix/ to EPS:. Using the search and replace facilities of your text editor makes this job easy.

If the problem is a graphic that causes the file to fail, you have to make a decision – do you replace the image, or try to repair it?

If you want to repair it you will have to ensure you have an illustration program that can load EPS files, something like Soft-Logik's Art Expression. Once corrected it can be saved and then re-imported into your document, a new PostScript file created, and then you go through the whole process again.

As you gain experience with Post and PostScript you will get an idea of what types of files will cause trouble, and should then be able to correct them without the time-consuming task of interpreting them.



Although the screen display from Post (above) may look rough and ready, you are able to print the image at the highest resolution of your printer

Options open

In a nutshell, Post enables you to output PostScript files to non-PostScript printers. It does this by taking the place of the PostScript interpreter inside a PostScript output device.

Instead of a page being imaged in the printer's memory, it is created as a bitmap in your Amiga's memory, which can then be printed via Preferences as normal.

The great advantage of this is that it enables those who can't afford a PostScript printers to still take advantage of the enhanced options available to PostScript.

Although the author of Post, Adrian Aylward, stopped developing it at v1.7, enthusiast Robert Poole has taken up the challenge and has recently released an enhancement, version 1.86eh, which is still freely distributable, and which you will find on Fish Disk 828.

What is PostScript?

PostScript is a computer language that was invented for simulating the control of shipping (yes, I mean the ones that float on water), but has now become the standard file format for desktop publishing (don't ask, it's a long and weird story).

Developed by Adobe Inc, PostScript rose to prominence on the Apple Macintosh, the first computer to provide decent desktop-publishing software, and is now used by most publishing programs on the Amiga in one way or another.

PostScript's great advantage is that it is resolution independent. By that I mean that no matter what printer you are using, it will always output at that unit's highest resolution.

PostScript is also platform independent, which means that most of the Encapsulated PostScript files that you will find on public domain disks have been created on a Macintosh or PC rather than an Amiga, although Soft-Logik's Art Expression has now given Amiga owners better EPS support.

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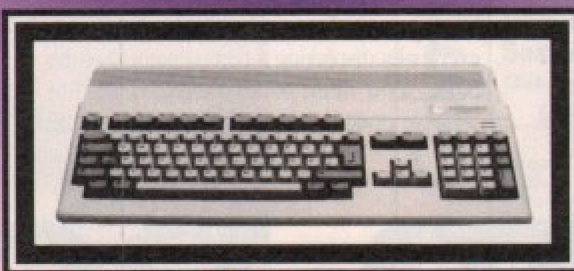
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Proper Grammar II
Supplier: Gordon Harwood
Phone: 0773 836781
Price: £69.95

Writing proper!

Check your English with the latest tetchy schoolmaster

Proper Grammar II from Softwood purports to offer a stand-alone system for checking not only the spelling of your letters, documents, homework and so on, but the sentences and sentence structures too.

Checking the interaction between words is a highly complex affair, however, and one which I felt a computer would not be able to handle satisfactorily at all. Still, I was ready to be surprised.

The program comes in a grossly oversized box containing two disks, a very professional ring-bound manual and a registration card – as well as a large non-biodegradable slab of foam rubber to pad the whole lot out with...

Installation is easy; clicking on the Install icon on the first disk creates a single folder on your hard drive (a hard drive is essential in order to use this program) in which all of Proper Grammar's bits and pieces are neatly located without the user having to do a thing.

Familiar

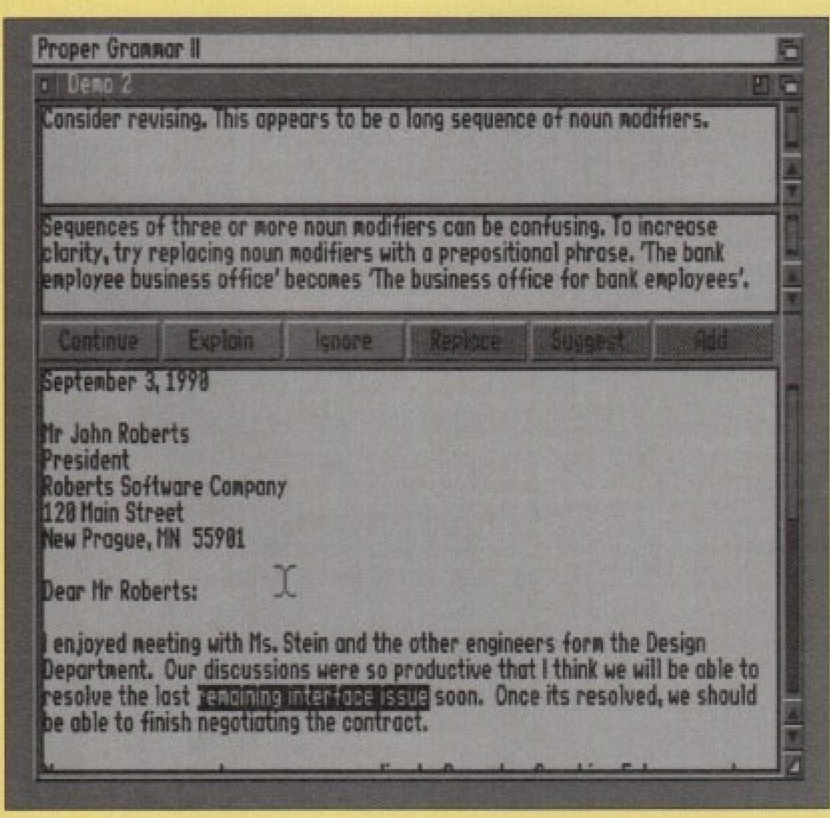
Once installed, the program's icon can be put out onto the Workbench desktop or left in its folder, depending upon personal preference.

If you've ever used a spelling checker within a wordprocessor, you'll be instantly familiar with the look and feel of Proper Grammar. On opening, the user is presented with a large window, above which are two smaller windows, and a number of click-on options, about which more later.

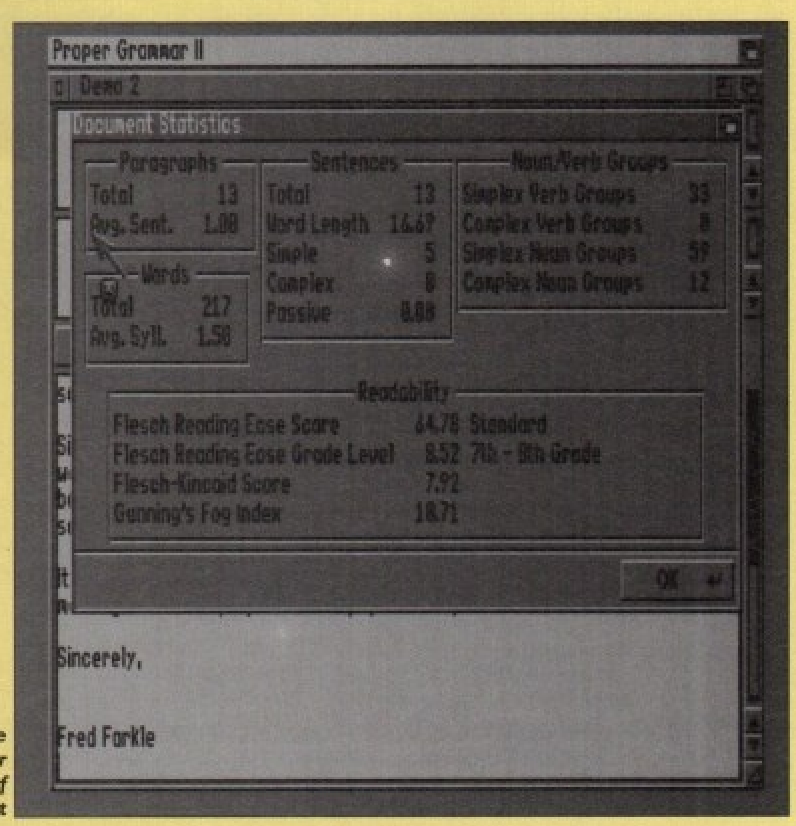
The first task is to load a document to be checked, which is achieved using a standard-feel file requester. Once your document is on screen, clicking on Start initiates the check. The package comes complete with a 135,000 word dictionary, which in practice covers about 99 per cent of commonly used words. On a 2,000 word article, this would suggest that the program will know all but about 20 words.

By adding words it doesn't know to the dictionary (a simple case of clicking on Add, and then specifying whether you wish the computer to "remember" the new word for this session only or permanently) it is possible, in practice, to avoid the computer highlighting peoples' names, common abbreviations and other user-specific anomalies. A major minus point is the program's use of American English, although this is not as large a problem as it sounds, because the chances of mis-spelling a word with the American equivalent are pretty low, and when the program has been told British spellings it will remember them, but it's a minus nonetheless. The two smaller windows above the text window display respectively the offending word or phrase, and an explanation of what the computer thinks is wrong.

In common with straight spelling checkers, rather than automatically changing offending items, Proper Grammar II instead suggests improvements. This is essential, ➤



Avoid embarrassment by grammar checking your correspondence



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because the program's biggest downfall is that it's not particularly good at what it does.

The reason is simply that the English language is an immensely complex beast, and frequently highly illogical, breaking its own rules often and with an irritating degree of inconsistency. Ask any foreign student trying to learn the language!

Also, the program has no way of actually "understanding" what it is "reading". It cannot follow chains of context or meaning throughout a paragraph, as the biggest unit it can work with is the sentence.

Genuine error

So it is constantly suggesting changes where, as the writer and human in the equation, you find yourself thinking: "Yes, but if you'd read the sentence before..." or, "Yes, but in this case..."

Don't get me wrong, it does manage to highlight errors which, as *AC*'s sub-editor, I might have missed, but for each genuine error it spots there are a plethora of other you wish it'd have the knowledge to skip.

Its explanations of errors are general, too, and often over-complex. It would be much better if it could correct *your* sentence, rather than show you a stock sentence it has in memory, and it's my view that if you know what a "prepositional phrase" is, you certainly don't need a grammar checker to tell you!

As well as the basic grammar checking "bits" there is a simple text editor to make the changes necessary to your words, the ability to customise the checking routines so that the program takes account of your own writing style (you might wish to use the word "which" instead of "that" more regularly than the program thinks you should, for instance), ARexx support and article statistics, including readability judged on the accepted Flesch Reading Ease measure.

In conclusion, the program's use of American English and the inherent problems in any computer program attempting to make sense of the English language limit its usefulness, but on the other hand its advice led to me "fine tuning" the article you're currently reading, so it's not totally useless. One for perfectionists with a lot of time on their hands.

Phil Morse

Award Construction Kit

Supplier: E M Computergraphic
Phone:0255 431389
Price: £29.99 (two month introductory);
£39.99 thereafter

If you have ever wanted to create award certificates without needing to master a paint package, your troubles are over thanks to the Award Construction Kit from Sixth Sense Software. The package comes with 50 award styles covering Sports and Pastimes, School and College, Family and Friends and Tongue-in-Cheek. This program can not only produce certificates but also comes with utility styles, including a Beware of the Dog sign. Update disks are on

Canon BJ-230

Supplier: Canon UK Ltd
Phone: 0800 252223
Price: £469

The trouble with most printers is that they cannot print wider than about 8in. And the trouble with printers that can print wider than 8in is that they are normally great hulking beasts that take up acres of desk space.

The Canon BJ-230 has been designed specifically for desktop office use, where desk space is at a premium, and at just 17in wide by 11in deep it is smaller than most A4 printers. Yet the BJ-230 can print onto A3-sized paper.

Like all the Canon bubblejets, the BJ-230 contains two printer emulations: Epson LQ and BJ-10. To get the best from any Canon bubblejet you should understand that the LQ (letter quality) mode is best for text-only printouts, and that the BJ-10 mode is better for graphics, so it is important to select the correct printer driver and printer emulation for the job in hand.

This is not as much of a bind as it may seem. By "text-only" printouts I mean any type of printout that uses only the fonts that are built in to the printer.

Typically this would be output from wordprocessors like Protext, TransWrite and Scribble. Other wordprocessors – Wordworth and Final Copy II for example – use scalable fonts on-screen and print them as graphics.

Desktop publishing programs work in the same way. So the odds are you'll be in just one emulation most of the time, depending on what type of printing you mostly do, only switching to the other when required.

Switching emulations is a simple matter of flipping one of the DIP switches, which are conveniently located under a flap on top of the printer. Inside the front panel of the printer, which pulls down to enable you to change the cartridge, is a summary of what the 12 DIPs do. After changing the DIP switch setting you then select the appropriate printer driver from Workbench printer preferences, and away you go.

Typefaces

The BJ-230 has seven in-built typefaces – eight if you count the draft typeface – and each is available in five sizes (10, 12, 15, 17 and 20 characters per inch) plus proportionally spaced. As well as the usual roman, italic and bold styles, there are further styles of emphasised, double-strike, double-high/wide, superscript, subscript, underscore, overscore, strike-through, outline and shadow.

Multiplying the number of typefaces by the number of sizes by the number of styles and mixed styles, there are almost 1,000 different type/size/style combinations – surely enough to keep the most ardent wordprocessor happy.

But if that isn't enough, Amiga bitmapped or Compugraphic fonts can be downloaded using the BJ FontShop program. This software, and a bunch of proper bubblejet drivers and prefs programs for the Amiga, is available free from Canon on request.

The aforementioned plethora of typefaces are available in Epson LQ emulation. In BJ-10 emulation you have only Prestige at 12 cpi, and Courier at 10 cpi, 12 cpi, 17 cpi and proportionally spaced.

You may ask why on earth you would want to use the BJ-10 emulation when the Epson LQ emulation appears so much better. Good question. But the Epson LQ emulation prints graphics at a maximum of 360 by 180 dots per inch (dpi) using 24 of the jets, while the BJ-10 emulation does a much better 360 by 360 using 48 jets.

The difference in output quality is enormous, and while Canon is shy to claim that BJ-230 printouts are better than 300dpi laser printouts, if you print in Super High Quality mode on to high quality inkjet paper, the quality of the BJ-230 graphics printouts using the Canon software and drivers is without equal at this resolution and price.

Printout speeds are very fast for text, ranging from 248 characters per second in High Speed mode (about three pages per minute) to 124 characters per second in Super High Quality.

Graphics take longer to print, naturally, but the BJ-230 printed an A3 sized, 1Mb 24-bit graphic at 360 dpi in 15 minutes on my Amiga 3000, which

the way to provide even more templates so the package will grow to meet your needs.

Award Construction Kit is distributed exclusively by E M Computergraphic who also have rights to the Safari range of fonts. Therefore, it is not surprising to find that ACK is supplied with a nice font selection and that the headline fonts can be toggled between two sizes.

Each certificate contains an appropriate clip art picture, to suit the occasion, and up to 15 lines for text entry. Although these are split into logical groups for headlines, body text, signature, name and date, there is nothing to stop you using a text line for another purpose.

Flexibility

They may be moved up or down the page, and even ignored, should you decide that a line is surplus to your needs. By default, the headlines and main text indicate what should be entered so that certificates can be produced quickly by a complete novice.

Flexibility and ease of use are the key design concepts. Every feature of an award, from the border to the seal of authenticity, can be customised to suit an event.

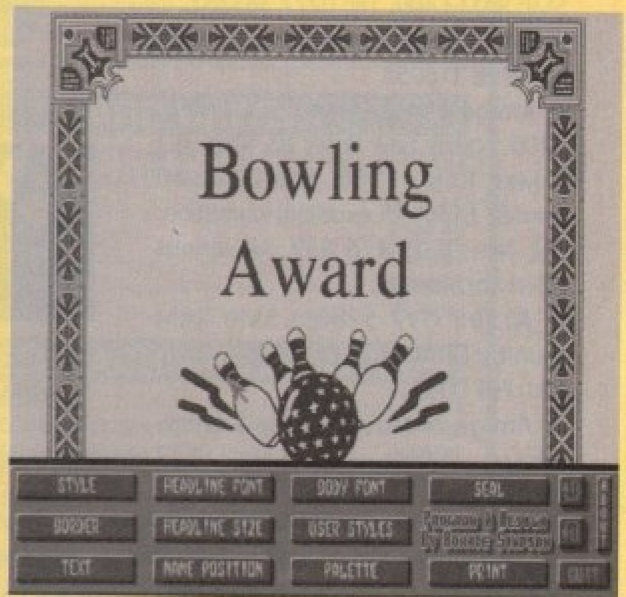
A completed award certificate may then be saved, for future use, as one of five user-defined styles. The controls are truly intuitive and consequently little user documentation is needed or supplied. The main control panel is a point and click affair, while options are selected using sliders.

The package will run on any Amiga and install programs are included for hard drive users. The output quality of finished awards will clearly depend upon the print capabilities of the attached printer. There are drivers suitable for most printers although users may like to install their own by copying into the devs/printer directory.

Youth groups, such as the Scouting and Guiding movements who work towards proficiency tests, are likely to find this utility invaluable. Although there is an award category for educational establishments, only schools are likely to find Award Construction Kit useful.

Colleges do not tend to hand out achievement awards unless they are for recognised qualifications, in which case the examination boards use their own designs. Having said that, the package is excellent and should prove popular with anyone who wants to knock out a certificate.

Colin Yarnall



Bowled over by the Award Construction Kit

The Canon's graphic output is impressive and clean



is no longer than a 300dpi laser printer would take. Amigas with slower CPUs will take longer to print graphics – printing a graphic of the size mentioned above on a vanilla Amiga 500 will take about an hour. This isn't the printer's fault, it's printing graphics as fast as the CPU can throw the data at it. The faster the CPU, the faster graphics will print.

The above example is with a big graphic, of course. A typical page of DTP'd text with a couple of simple graphics will take perhaps 15 to 20 minutes on a slow Amiga, five minutes on a faster one.

An automatic sheet feeder comes as standard, taking about 100 A4 or 50 A3 sheets, or about 20 standard weight envelopes. There's no tractor feed mechanism, so the BJ-230 can't print on to labels, not even laser printer labels, because these come on shiny-backed paper which slips in the friction feed mechanism. Canon-recommended transparency film can also be used. One of the BJ-230's most special features is its "reduction" mode, where it will automatically compress text and graphics to two-thirds the original size. This enables you, for example, to print 136-column-wide spreadsheets on to A4 paper fed in sideways, and still get 66 lines per page.

This printer has only one "consumable", the ink cartridge (which also contains the print head). They cost about £20-25 each, depending on how many you buy at once, and last for about 700,000 characters in High Quality mode.

While testing the BJ-230 I did very many A4 and A3 graphics printouts, which use a lot more ink than text printouts, using an old cartridge left over from a BJ-200 review (the smaller and cheaper A4 version of the BJ-230). I've lost count of exactly how many printouts I've done, but the same cartridge is still going strong.

The BJ-230 is small, fast, flexible, almost silent in operation, and certainly an odds-on favourite for the 1993 title of Perfect Desktop Printer. If you're after a mono printer and the BJ-230 is in the price range you can afford, you must look at before buying anything else.

No dot-matrix can hold a candle to it, and it produces a higher output quality than the rival Hewlett-Packard DeskJet 500 and 510 printers, even on ordinary paper.

Ben Pointer

Classifieds

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◆ Wanted 2Mb RAM Module for VXL-30. Tel, Steve: 0803 875233.
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◆ A1200 contacts wanted, send disk, 23 Endsleigh Gardens, Blackpool, FY4 3PA.
◆ Amiga contacts wanted. Debbie, 21 Airdale Road, Stone, Staffs, ST15 8DP.
◆ Microbotics M1200ZA Accelerator card for Amiga A1200. Brand New 680EC30 running at 40MHz. 68882 co-processor 40MHz. £300 (RRP £400). Tel, David: 071 3285249.
◆ Amiga 500+, 1.5 Mb, software, Extra Drive, £200 o.n.o, Tel, Steven: 0253 864523.
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Software spotlight

In the search to separate turkeys from peacocks, this month our piercing gaze falls upon the ever-popular wordprocessing market

Protext 5.5

For long the Amiga's premier wordprocessor, Protext is still the most powerful, though lacking many of the features found in wysiwyg packages.

Protext is fast, contains a powerful built-in macro and command language, can produce invoices using its line drawing mode, and has many of the features you'll only otherwise find in a PC package, such as auto numbering and self-incrementing variables. For business users it is the only choice.

Disadvantages include its limited display (definitely not wysiwyg), its less than completely friendly interface, lack of graphics support, and overall complexity, so it is perhaps not the ideal choice for home users.

Ideal uses for Protext include invoicing, mail-outs (due to its powerful mail merging options), and the rapid generation of huge amounts of text (its simple display lends it the fastest typing speed of all Amiga WPs).

Supplier: Arnor
Phone: 0733 68909
Price: £80

Wordworth v2

Another British-produced program, Wordworth is a smooth, user-friendly wordprocessor with fewer power features than Protext but superb document design options and a finished output that's better than most.

Wordworth is one of the easiest WPs with which to generate PostScript documents, as it has full support for the standard and is supplied with 17 superb Agfa fonts. It also comes complete with support for 140 individual printers, enabling full control of built-in printer fonts from within a document.

The spell checker and thesaurus used is the Collins Linguibase (as used by Protext), so British spellings are the order of the day. Both work very well.

The program's disadvantages are that it can be memory hungry, offers no macro facility, and can sometimes run very slowly when memory is tight.

Not the best WP for the office, Wordworth 2 is better suited to the production of high quality PostScript documents including graphics.

Ideal uses for Wordworth include letter writing, important documents which have to look just right, such as CVs, simple DTP tasks (its graphic support and PostScript options give it a definite advantage), and general home correspondence.

Supplier: Digita
Phone: 0395 270273
Price: £129.99

ProWrite 3.3

Having recently been price-slashed, ProWrite is a rather attractive buy for those in need of a general purpose WP. The problem with ProWrite is that it is just that – general purpose. It is similar to Wordworth in that it is a full wysiwyg package with direct PostScript support and a lot of icons for standard functions. However, the PostScript option isn't as neatly implemented as the Digita offering, the program doesn't support built-in printer fonts, and it is slower, especially when Ham8 graphics are included in a document.

Having said all this, ProWrite is a perfectly usable package, and has the advantage of its ten user-definable macros which can be very useful with a bit of thought on the user's part.

Like Wordworth, it has a good, though American, spell checker and word count, but it will also carry out calculations and automatically sort a list of words in alphabetical order.

ProWrite is best suited to the home user who prefers to save a few bob and isn't too bothered about speed of scrolling. For those people it represents a bargain at its present price and should serve well in its general purpose role.

Supplier: Silica Systems
Phone: 081-309 1111
Price: £79.99

excellence! 3.0

excellence!, which for some reason doesn't have a capital letter at the beginning of its title, is a huge sprawling package including a 140,000 word dictionary complete with definitions, a thesaurus, grammar checker, and PostScript support.

It sounds like great value for money, and in some ways it is, but excellence! is in many ways over the top and suffers in the basic areas as a result.

Advanced features include the ability to use multiple columns of text in a document, PostScript support using its own versions of popular fonts, automatic contents generation (of the others, only Protext does this), and graphic support. However, text scrolling speed is poor and the program uses a lot of memory. For users worried about their presentation, excellence! is a good bet as the built-in grammar checker is powerful enough to spot most of the mistakes made by amateur wordsmiths. This feature also makes excellence! a tool many teachers and parents might consider.

Supplier: Silica
Phone: 081 309 1111
Price: £49.99

Final Copy II

Probably the most attractive looking wordprocessor around, FCII is fast, colourful, and slick. Ham8 graphics and DTP are the program's forte, and it has a number of features specifically aimed at making good presentation easier.

Like its predecessor, Pen Pal, the program has drawing tools available for designing page elements from within the wordprocessor, but in line with the main competition, all AGA graphics modes are supported.

Uniquely (at time of writing), FC II also displays 256 colour graphics on-screen, making it the best WP for colour printing, particularly PostScript printing.

FCII's main weaknesses are in the power wordprocessing areas, where several of the more advanced features found in some other packages are missing or not as well implemented. For basic wordprocessing and superbly colourful pseudo-DTP, Final Copy II is a good bet, but don't expect to write a magnum opus with it.

Supplier: Gordon Harwood
Phone: 0773 836781
Price: £99.95

Scribble

Scribble is one of the Amiga's golden oldies and is usually supplied as part of the Works Platinum home office package. It is a basic, non-wysiwyg wordprocessor and has few, if any, whistles and bells.

Most of the standard options are there, including search/replace, spell checker, and word count, but its features are usually in the most basic form. Its dull looking interface, with no gadgets and all options restricted to menus rather like Protext 5.5 doesn't score highly in these days of prettified software, but thousands of staunch users would no doubt agree that this leads to an easy-on-the-eye environment for bashing out text.

There's little to commend Scribble other than this and its low price, but it's still an attractive buy for those with a need for a basic text engine. If you want to produce documents with lots of text effects and different fonts, the print preview mode makes up in part for the lack of a modern display.

Supplier: Silica
Phone: 081 309 1111
Price: £44.95

HARD TIMES

The buyers' guide to better budget graphics

With the amazing quality of the AGA chipset, the question asked by many is: Why bother with 24-bit devices when you can invest in an A1200 for the same price or less?

A valid point, as for many potential investors the heyday of the bog standard 24-bit board is long gone. However if you have specific needs, a true 24-bit display can still be the only real solution.

There's also the question of existing equipment. If you have a system based around old but nevertheless fast and effective hardware, replacing everything just to get the AGA isn't a very attractive proposition. As a result here's a rundown of the affordable and in many cases superior alternatives to the AGA.

Retina

Just when you thought the budget 24-bit board was dead, Micro Systems' have come up with perhaps the ultimate alternative to the AGA, in the form of Retina.

Rather than a bog standard display system, the board offers a combination of graphics accelerator, painting environment and retargetable graphics platform.

On the acceleration side the improvement is fairly subtle with marked if not spectacular advances on everything from DPaint to PageStream2.

To complement the speed increase the board also offers RTGs – or retargetable graphics which mean that any future software release written with the format in mind will be able automatically to take advantage of the board and its potential of 16.7 million colours.

Even without the RTG option the card can still display WB and WB-compatible software via the card – and due to its rock-solid flicker free output all such programs automatically benefit from the same flicker free display.

On the down-side games software and other none WB compatible programs won't work on a single monitor system – which incidentally must be VGA or above.

In order to run such software a second monitor is essential connecting to the unaffected RGB 23-pin out in the normal manner.

With the ultimate two monitor set-up you have the basis of a graphics workstation with perhaps the addition of Vlab or TVpaint adding the finishing touch. However it must be said that TruePaint – the board's standard paint package – is respectable, but not exactly spectacular. All told Retina is a pretty impressive combination, if perhaps a little limited concerning connection to video thanks to its single 15-pin VGA out on the rear of the board.

If you're looking for a general purpose 24-bit system with a potentially longer shelf life than most the Retina is well worth consideration – especially if RTGs become popular.

Price: £350 1Mb/£499 4Mb
Available from: Amiga Centre Scotland
Tel: 0896 87583

DCTV

The Digital Creations DCTV system is perhaps the ultimate compromise between the image quality of a true 24-bit system and the usability of the Amiga's old style display modes.

Unlike all the other 24-bit systems, DCTV does not employ the ultimate quality offered via an RGB signal, but rather uses the lesser talents of a composite signal to display its wares.

It's here where the compromise is made with numerous swings and roundabouts' building up the overall DCTV picture – excuse the pun.

On the plus side the board's composite output is ideal for the user whoes creations are destined for video. Numerous packages including VistaPro3, Imagine2, Real 3Dv2 all support the DCTV file format as standard and will happily render an entire animation in it on demand. Another huge advantage for the those making their first tentative and invariably expensive steps in serious Amiga art is the file size of DCTV images. As a rule a DCTV image is roughly 1/10 the size of an equivalent 24-bit IFF. For those with limited means and storage this alone makes DCTV an attractive option.

On the display side the system again scores well with a maximum colour range around the 4 million mark. Although this may seem rather lacking in comparison to the 16.7 of a true 24-bit display it's more than enough for the average video production.

As far as animation is concerned DCTV again scores well with around 15 fps in the 4-bit plane display mode and approaching 25 in the lower quality 3-bit planes – dependent on the degree of movement within each frame.

Even with the 3-bit plane compromise DCTV is still impressive as an animation platform and is still widely regarded as the next best thing to still frame recording – thanks to its combination of available colours and anim speed.

In addition to the hardware comes with one of the better paint packages which includes the ability to make 24-bit frame grabs from freeze framed video. All in all, an excellent investment and ideal for the dedicated animators.

Price: £379
Available from: Silica Shop
Tel: 081-309 1111

AVideo24

Like DCTV, AVideo is a compromise of cost and performance. Unlike the DCTV, however, AVideo uses a true 24-bit RGB display which means much sharper images than ever could be achieved via its composite counterpart.

To the credit of the Avideo system it was one of the first boards to attempt full integration into the overall Amiga environment. For example it allows the display of the board to be used as a backdrop into which standard Amiga displays can be overlaid.

For multimedia applications this can be of vital importance as programs such as Scala can be overlaid over a vastly enhanced backgrounds. Alternatively, animation can benefit as standard Amiga anims can be employed above the backdrop in a similar manner to OpalVision.

In addition, AVideo will accept the services of a genlock to further glamorise your creations. However it's not all good news, as the system's primary assets have been lost with the withdrawal of TVPaint, which in the past was bundled with AVideo at no extra cost.

Although still a respectable 24-bit investment at just £269, the removal of TVPaint has dealt a devastating blow – factor that's been compounded by its replacement which, alas, is very much inferior.

On the plus side plans are afoot to convert the AVPaint package from AVideoY/C – a product you'll find reviewed in this very issue. If that isn't satisfactory or perhaps doesn't happen you could still cough up £500 for TVPaint – not very likely, methinks...

As for animation and painting, the system operates exclusively in its 12-bit mode which means hi-res 4,096 true colours resulting in quality way above that of old style Ham but nevertheless below that of hi-res Ham8.

Due to strictly 12-bit anim playback, stepping is inevitable on gradients and this isn't helped by a maximum frame rate of 15 fps in the lowest resolution and a mere 12 fps in the maximum.

Although as mentioned 12-bit is the default environment, it's possible to jump into 24-bit for preview when necessary and when this is combined with the board's interaction with standard Amiga graphics it still remains viable for those who require a basic 24-bit display system capable of the odd adventure into multimedia.

Price £269
Available from: Hi-Q
Tel: 081-909 2092

Locator

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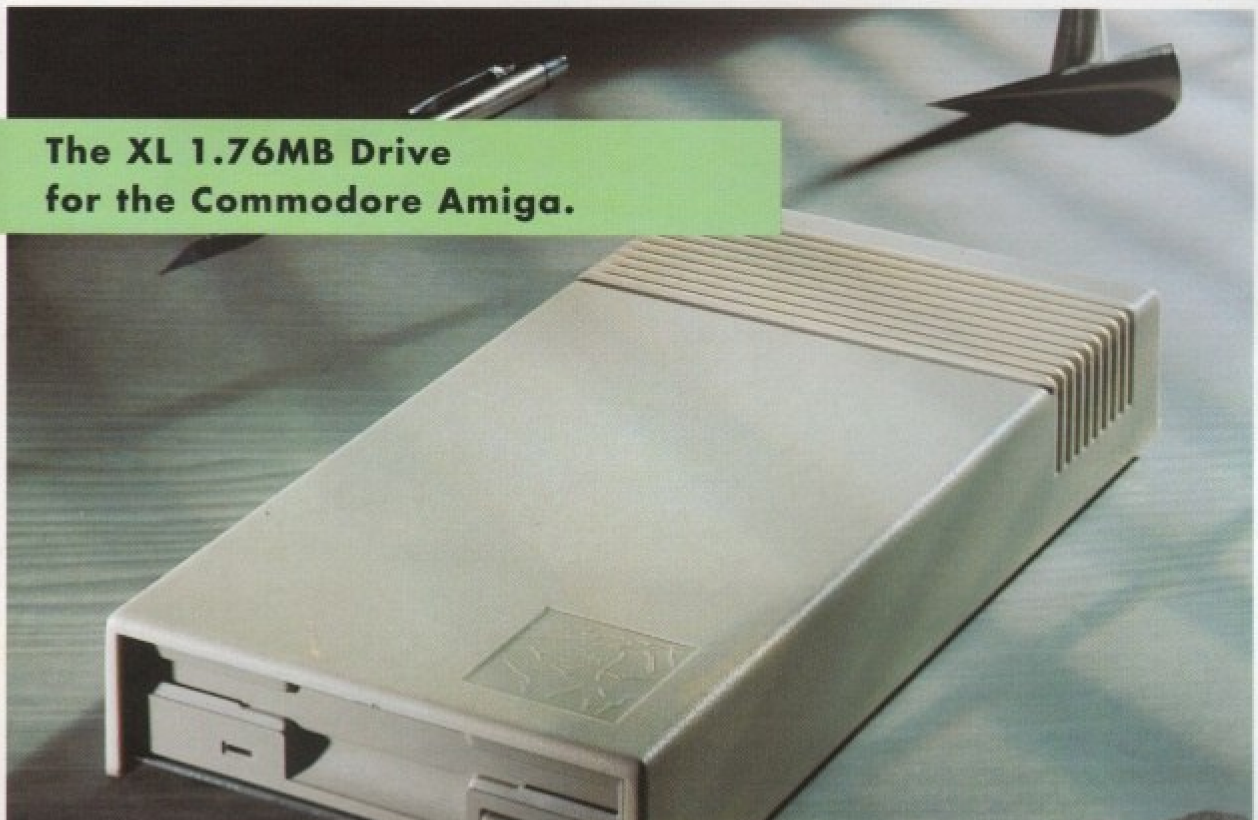
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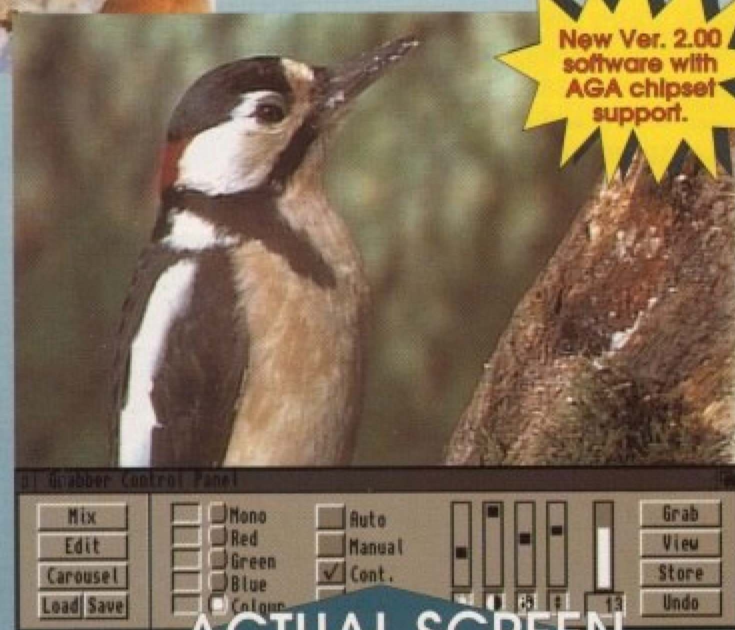
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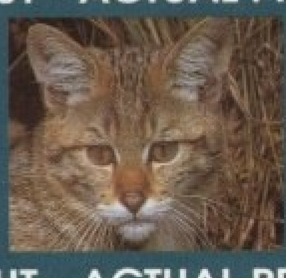
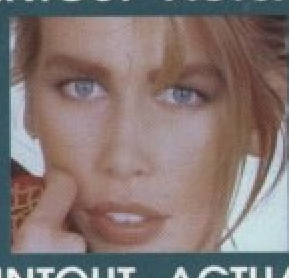
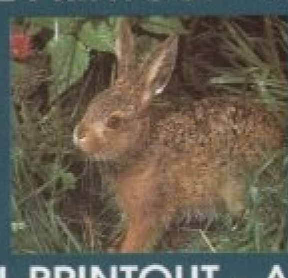
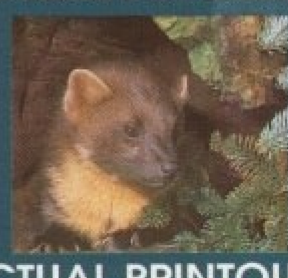
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